ZERO

EUROPEAN MAGAZINE OF THE YEAR!

GAMES | ST | AMIGA | PC | CONSOLES | APRIL ISSUE | £2.70 WITH DISK



GOVERNMENT STEALTH WARNING

F117A NIGHT HAWK

5 PLAYABLE DEMOS!

Yo man! Where's yaw disk, man? If I wuz you, man, I'd a-mosey ova to the blurred behinda da coun'er an' say, "Hey man, I ain't buyin' none of this here mah-gazine without any of them there disks, man." Yo. Hang loose bro'.

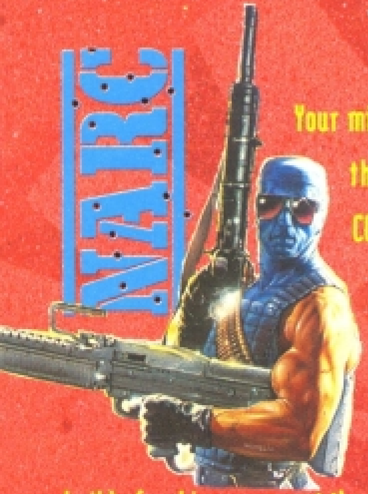
TRANSLATION: Hello my friend! Where is your disk? If I were you, friend, I'd saunter over to the nice man behind the kiosk and say politely, "Excuse me, I can't buy this magazine if the disk is not affixed to it." Goodbye. And don't wear tight underpants.

MIDWINTER II
RED BARON ★ GODS
BRAT ★ NAM ★
COLDITZ

PLUS DAMOCLES, OBITUS, CAPTIVE, AND HERO'S QUEST SOLUTIONS INSIDE

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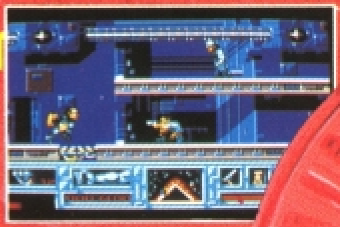
SPARKS C



Your mission is to seek out and destroy the king pin of the MR BIG CORPORATION. You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!

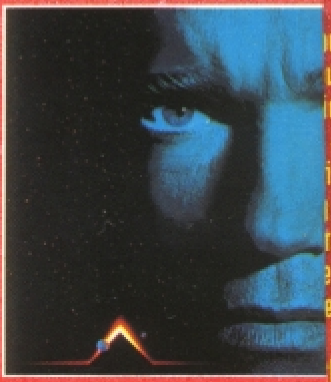


Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!

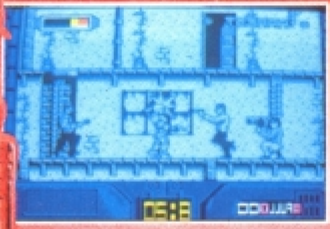
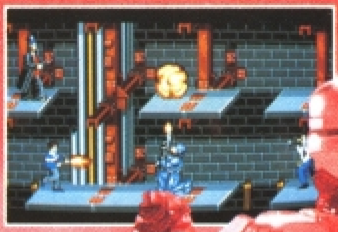


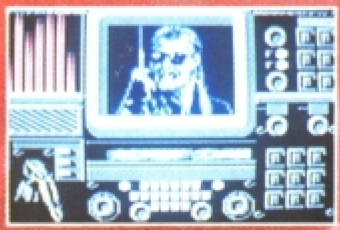
MORE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.

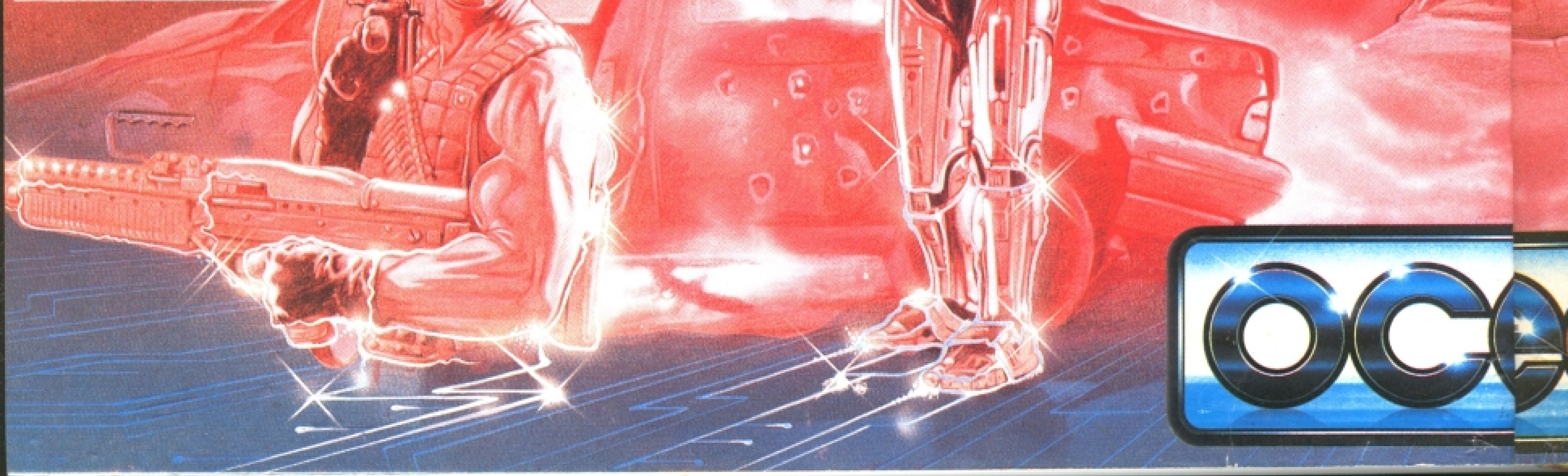
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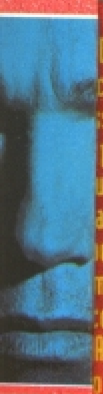








...F GENIUS

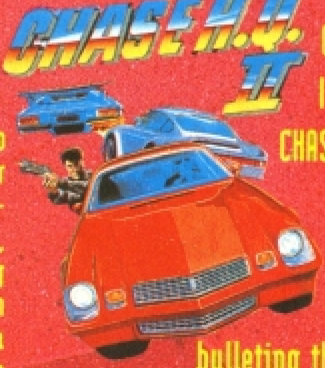
...TAL RECALL



...Doug Quaid you Travel to Mars to ...cover your true identity - your ...sion is now a journey of non- ...p action, strange mutants, ...uristic vehicles and a startling ...ay of weaponry all captured in ...erbly executed graphics and a ...me play that compliments the ...ccess of the year's top movie. ...AL RECALL... a nightmare journey ...o the 21st Century.

...URES INC.





CHASE HQ II - Special Criminal Investigation - continuing where CHASE HQ left off. Your mission is to track down, chase and apprehend dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play- weather changes, bodyguard squads, grenade lobbing bikers,gun-choppers... just play it!... we dare





No time for balloonin' around!... no time to shoot the breeze!...in fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable balloon poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!

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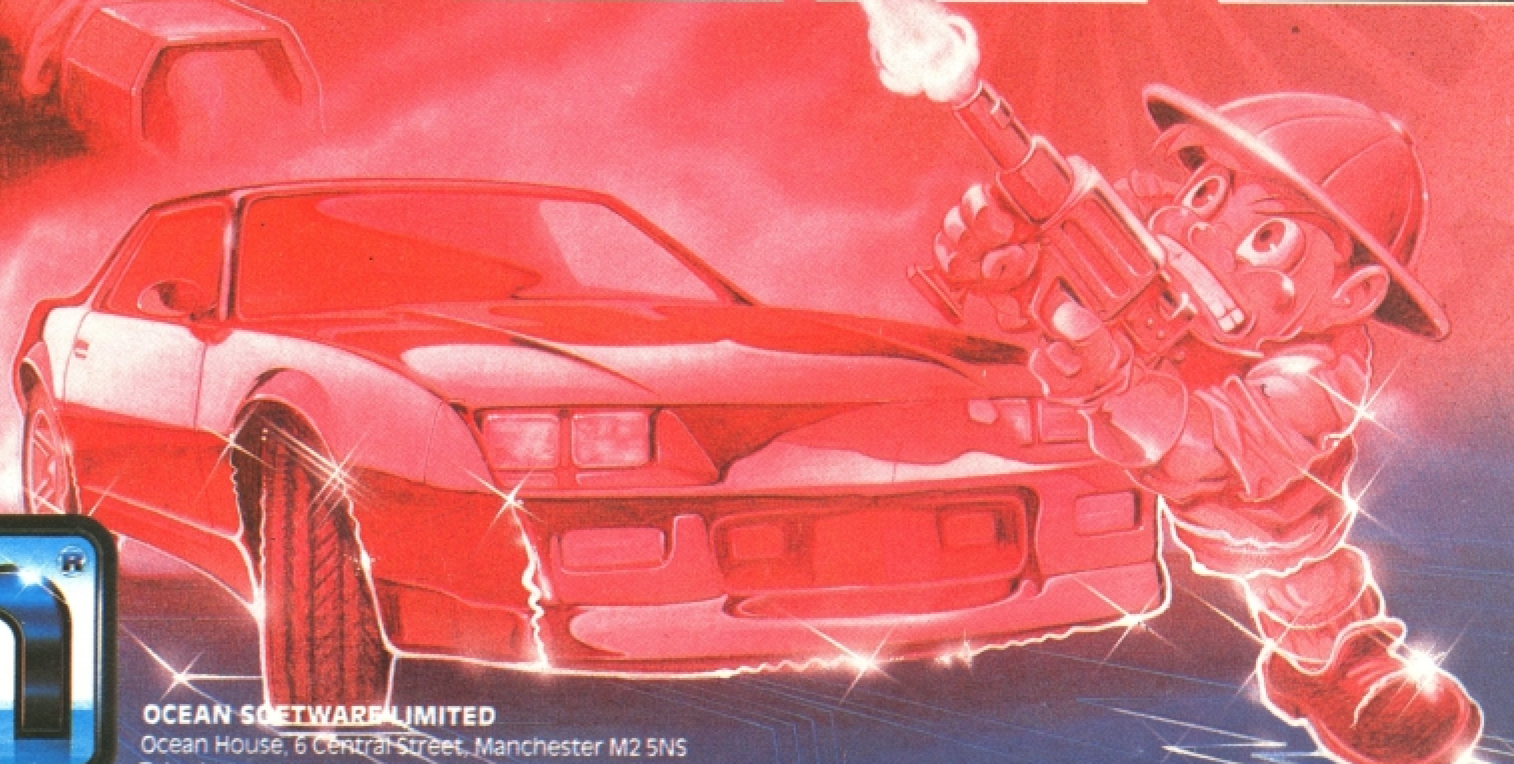




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THE KILLING CLOUD™
POLICE
JOIN THE SAN FRANCISCO POLICE DEPARTMENT AND UNCOVER THE SINISTER MYSTERY OF THE KILLING CLOUD
Screen Shots: Atari ST version
NAME Eugene Cody
ALIASES The Axeman
ACCOMPLICES Few still alive
ADDRESS Anywhere that will have him
Infrequent!
IMAGE WORKS
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VEKTOR Grafix Ltd

ZERO 18



The horniest game ever? Page 62



What'll you do when the balloon goes up? Play *Red Baron*! Page 46



Meanwhile... down on page 102

GAMES LIST

You need look no further, guv'nor.

ZERO

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(Between 2-5pm only)

Published by Dennis Publishing Ltd.

Dennis PPA

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IT'S GOT TO BE C

THE VERY BEST SOFTWARE ENTERTAINMENT, SO C
BY BRITAIN'S MOST EXCITING AND INNOVA

CRUISE FOR A CORPSE™



Screen shot from CBM Amiga.



Based in the 1920's, Inspector Raoul Dussentier is aboard a ship in the Mediterranean. But no sooner has the cruise begun when Raoul is summoned to investigate a crime – the murder of his host Niklos Karaboudjan, the Greek shipping magnate. It's up to Raoul to throw some light on this sinister mystery!

- *Wide range of actions, including the option to question other characters in true Agatha Christie style.*
- *PC version features 256 colours, Ad Lib & Roland sonic support.*
- *Amiga version features 32 colours.*

ATARI ST, AMIGA & PC (CGA, EGA, VGA, TANDY AD-LIB & ROLAND).

THE SECRET OF MONKEY ISLAND™



Screen shot from IBM PC.



A comedy set during the "golden age" of piracy in the Caribbean. The game's twisty plot leads our hero, fresh from the old world, on an hilarious, complex, swash-buckling search for the fabled Secret of Monkey Island.

- *Features dazzling 3D graphics, an original reggae sound track and a point 'n' click no-typing interface.*
- *A wide variety of original entertaining puzzles, unravel hidden meanings in hilarious repartee.*
- *Proportionally scaled animated characters and cinematic pans and camera angles.*

ATARI ST, AMIGA & PC (EGA, CGA, VGA, MCGA, AD-LIB, ROLAND and MT32 SOUND).

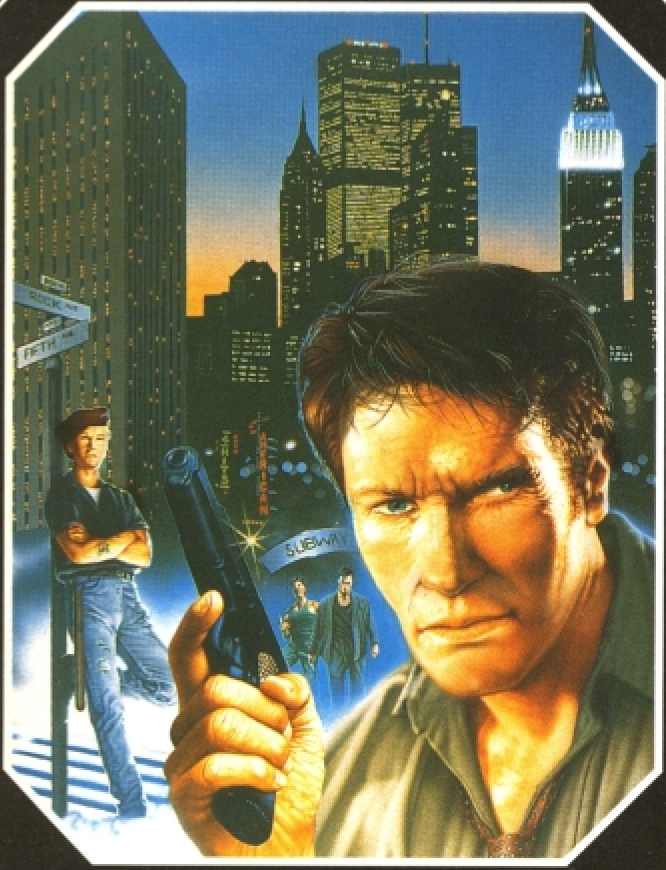
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GOOD TO BE GOLD!

SOURCED FROM AROUND THE WORLD, OR CREATED
INNOVATIVE DEVELOPMENT TALENT.

CRIMEWAVE™



Screen shot from IBM PC.



A POWERFUL DETECTIVE DRAMA!

A powerful crime syndicate has taken over large areas of our major cities, turning them into a vast criminal wasteland. Arson, extortion, drug distribution and now ... terrorist abduction!

Your purpose: Wipe out the criminal organisation and rescue the President's daughter.

- *More than a "shoot em-up" game. Crimewave contains secret rooms, switches, keycards, different weapons, varying levels of difficulty along with a variety of other strategy elements that provide endless hours of challenge and excitement.*
- *A multitude of brilliant 256 colour scrolling game screens.*
- *Incredible digitalised "Motion Graphics" (featuring real actors and models).*

ATARI ST, AMIGA & PC (EGA, MCGA, VGA, TGA and REAL SOUND™).

A.D.S.™
ADVANCED DESTROYER SIMULATOR
From the creators of Sherman M4



Screen shot from CBM Amiga.



It's World War II – the naval forces of the world are waging war in fierce and unrelenting sea battles ... You must command the destroyer and succeed in beating naval and air forces in 15 challenging missions.

A.D.S. is a stunning sea battle simulator using 3D technology.

- *40 page manual includes detailed maps of the combat zones together with historical and technical information.*
- *Adjustable difficulty level will suit all levels of player.*

ATARI ST, AMIGA & PC (EGA, CGA).

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

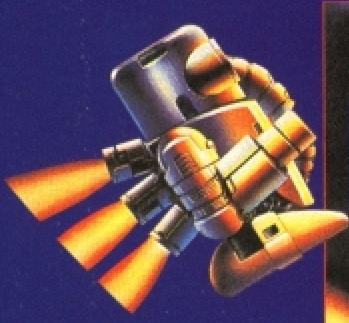
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FUTURA DISCOVER FUTURA TODAY!

GREAT NAMES TO PLAY WITH









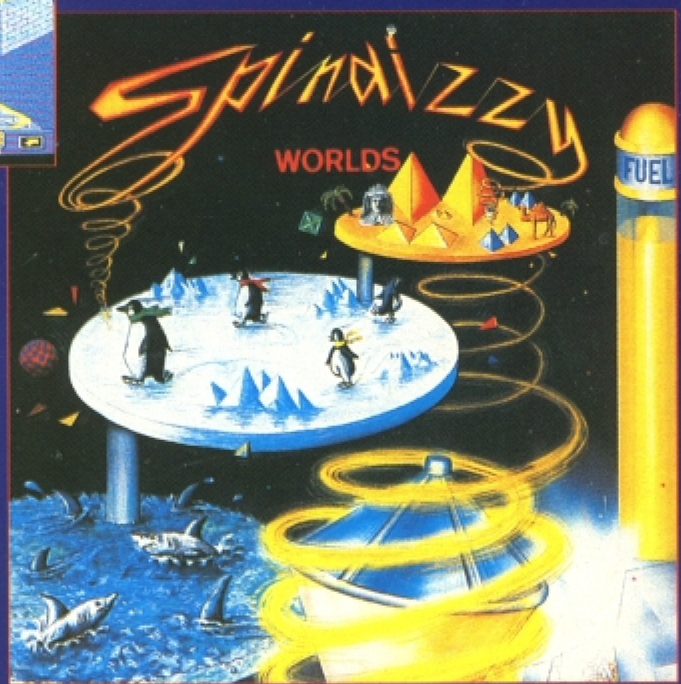
Together with the Dragon of Light, Kayas' task is to prevent the King of Darkness from achieving his evil ambition of filling the Kingdom with black power. Join Kayas in the battle against the dangerous darkness. Play a human hero astride a mightly dragon and seek to destroy all in your path.

Formats: Atari St; Amiga; Spectrum; Commodore

The cutest bravest Robokid is here! The Atomic Robokid has just graduated from the Universal University of Space Combat and is on his first mission to travel deep into enemy territory and destroy everything that gets in his way. Jet through mazes of terrifying terrain and get caught in a cube with a horrific hybrid!

Formats: Atari St; Amiga; Spectrum; Commodore









Spindizzy is back! Hanging in space is a cluster of worlds and for each world a different quest awaits. You'd better have your Spindizzy skills honed to perfection to escape before the crushing time-limit spells an end to your game-conquering aspirations!

Formats: Atari St & Amiga

Stranded in a prehistoric time. The only way to return to your time zone is to create your own Man's future. With your resourcefulness and nerve tested to the full, can you stop the bomb attack and rescue the time machine, now 10 million years in the future?

Formats: Atari St; Amiga; Spectrum; Commodore

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oi!

BITMAPS 'DO THE DO' ON TELLY

Observant viewers of the ITV's Saturday morning kid's show, *Motormouth* may have spotted the inclusion of a phone-in computer game. Hosted by the show's presenters Andy Crane and Steve Johnson, the game featured some little geyser with bottomless 'Tardis' pockets. Who he? None other than the Bitmap Kid – or to use his nom de telly, Mighty Mo. The game is called *Magic Pockets*, and it's set to be the Bitmaps' next release. Look out for it on the new(ish) Renegade label in the summer, and check out the soundtrack. It'll be a version of *Doin' The Do* by Rhythm King artiste, Betty Boo.


A typical *Motormouth* viewer...

RECESSION BITES COMPUTER INDUSTRY

The worldwide recession we keep hearing so much about has really hit home this month, with news of financial difficulty for two major software publishers. In the UK, the story of trouble plagued Activision seems to be reaching a climax, whilst in the States Cinemaware has announced a major reshuffle as a result of significant losses.



Activision operations in the UK are 'on hold' at the moment, pending an official announcement to follow in a few days from the time of writing. It seems likely that activities on this side of the 'pond' will cease in the immediate future. Whether titles such as *Hunter*, *Death Or Glory*, *Beastbusters*, *Alien Versus Predator*, or *R-Type 2* will now appear, will be taken up by other publishers, or will completely disappear from view still remains to be seen. So stay tuned for the latest information as we hear it...

Los Angeles based Cinemaware has announced redundancies of 25 development staff as a consequence of over expansion and failed attempts to sell the company. Trade paper, *Computer Trade Weekly* claimed Cinemaware boss, Bob Jacobs, is insisting that work is to continuing unaffected on current titles like *RollerBabes*, *TV Sports Baseball* and *Boxing* and *The Enemy Within*.



ON THE GRAPEVINE

● Just as the rather splendid *Secret Of Monkey Island* is scheduled to hit the stores in its Amiga format, so Grapevine has heard that the sequel, **Return To Monkey Island**, will be previewed at the June CES show in Chicago. Lucasfilm is also hoping to unveil a fourth Indiana Jones title, **Indy The Child** (based upon Indy's exploits as a nipper) and a Spielberg movie tie-in entitled **Mr. Dig**. Further movie tie-ins and surprises are promised. We can hardly wait!

● Grapevine's olfactory senses have been working overtime to sniff out the latest software news for you. Here's the latest from MicroProse... Geoff Crammond, the geezer behind the brilliant *Stunt Car Racer* is working on another racing game for release in October. Also for an October release will be the next game from Sid Meier, Mr. Railroad Tycoon. It'll be called **Civilisation** and it's an ambitious project said to mix elements of *Sim City*, *Sim Earth* and *Diplomacy*. Starting around 4000BC your task is to play god with economics, politics and warfare, to lead a group of nomadic people through the course of history with the objective of forming a civilisation. MicroProse is also to launch its first role playing game under the title **Darklands**. Although it probably won't be released until 1992, it should be worth the wait since it's being authored by Sandy Petersen, the author of the classic RPG *Call Of The Cthulu*.

● Electronic Arts has another racing game in the pipeline, called **Mario Andretti's Racing Challenge**, and rumour has it that it's in the same mould as *Indy 500* but boasts six different circuits and styles of racing including stock cars, Formula 1, sprint cars and prototypes. The PC version should be out as you read this. For April release there's the first of Bullfrog's add-on data disks for *PowerMonger*. The first will be titled **Powermonger: The Virgin Territories**, and will appear in April priced £14.99 and at least two more are planned. The first will be a World War One setting and will feature little tanks and planes. There's also a rather exciting trading game involving flying Catalina flying boats between Pacific Islands called **Pilots In Paradise**, and also last but not least, the 'ultimate flight sim' from Jez 'Starglider' Sans. It's called **Birds Of Prey**, it sports a plethora of planes, from the humble Hawker Siddeley Hawk, through F's 4, 5, 14, 15, 16, 18, 22, to the rather big Tupolev Bear, and it'll be out in the summer for Amiga, ST and PC.

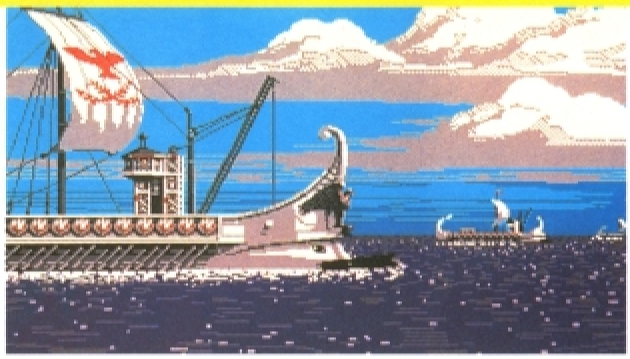
● Finally, fans of Rainbow Arts' *Oil Imperium* may be pleased to hear of a similar style game from the same label, **Trans Atlantic,** scheduled for October.

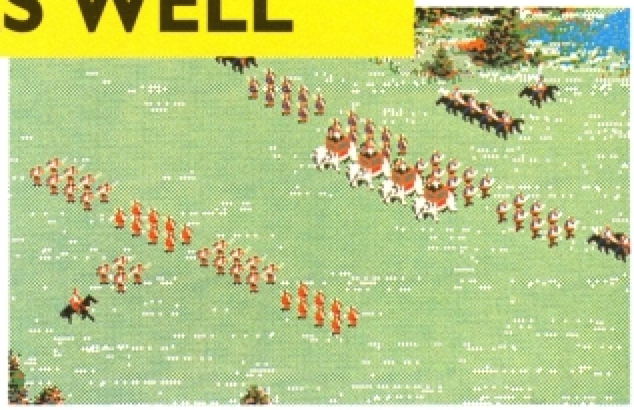
MIRRORSOFT BUDGETS FOR CHEAPER IMAGE

Mirrorsoft has just announced the launch of its brand new budget label, called Mirror Image. The label will include not only Mirrorsoft back catalogue games but also 'quality' titles from other publishers. Four titles are scheduled to kick off the new label, followed by releases at the rate of approximately two per month on ST, Amiga, PC and compatibles. The first to appear will include Cinemaware's *Defender Of The Crown* and *Rocket Ranger*, Image Works original *Speedball*, and Firebird's *Carrier Command*.

Rumour has it that the label will also be releasing the classic Spectrum Holobyte's *Falcon* in the Autumn. Set to retail at a price of £9.99, they almost sound too good to be true!

EVERY CINEMATIC ADVENTURE NEEDS BLOOD AND GUTS - CENTURION'S THE FIRST TO REQUIRE BRAINS AS WELL

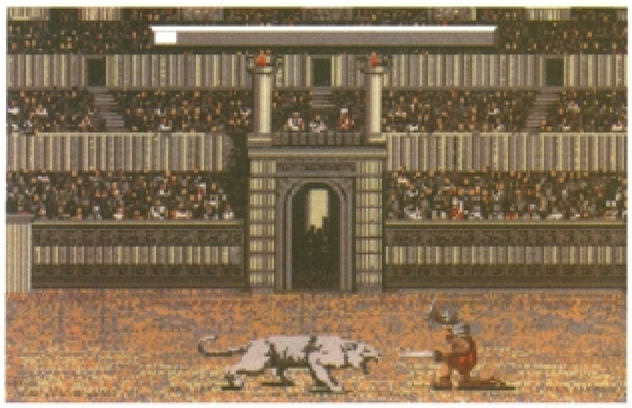












Up until now, so-called "cinematic adventures" have offered little more than a fair bit of action, a few pretty pictures, a couple of fairly convincing sound effects and a strategic challenge that wouldn't stretch the intellect of a gnat.

Now, from a new generation of games from "Defender of the Crown" designer, Kellyn Beck, comes "Centurion: Defender of Rome", the first movie game that allies stunning graphics with really challenging game play.

In Centurion, you must choose from an infinite number of ways to conquer the known world. Fight, bribe and seduce your way to the top: on the battlefield, in the gladiator's arena, on the chariot racetrack, even in Cleopatra's boudoir.

Centurion: Defender of Rome, for all cinema game fans with more between their ears than just their eyes.

IBM/ PC and AMIGA £24.99

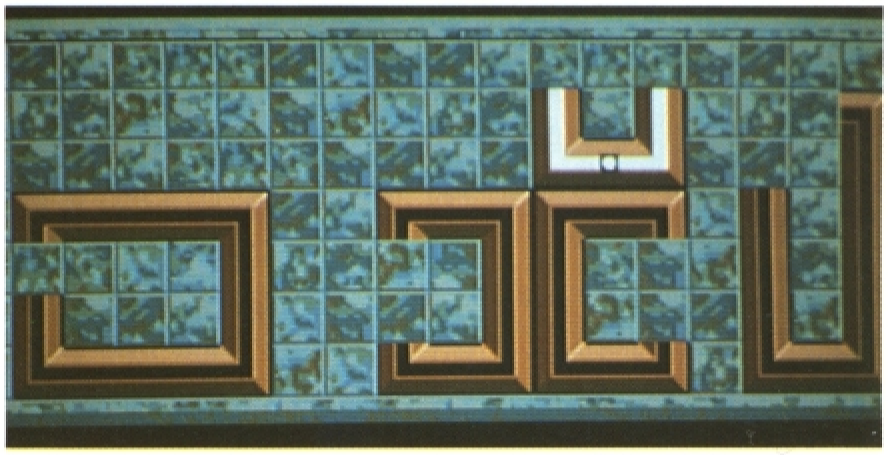
If you can't find "Centurion" at your favourite store, call our Direct Sales Line: 0753-49442



ELECTRONIC ARTS®

Electronic Arts 11/49 Station Road Langley, Berks SL3 8YN Tel: (0753) 49442 Fax: (0753) 46672

IT'S COMPLETELY LOOPY!



"Demo demo on the wall/Who's the most playable of them all?." The ZERO disk of course. Once more we bring you more playable goodies than an Ann Summers catalogue...

JAHANGIR KHAN SQUASH GAME

KRISALIS

Playable Demo/ST only

Unable to impress the boss at golf? Then it's time to give this demo a try. Nine out of ten businessmen we interviewed (who expressed a preference) said that they made all their important decisions on the squash court. Although there are just squillions of golf games, there's only ever been one squash game in the entire universe and that was a rather ropey 8-Bit title. Krisalis plans to redress the balance with its soon to be released squash game which carries the impressive (if unspellable) endorsement of squash champion Jahangir Khan. As a taster we've got a one game demo for you to charge round the courts with whilst you practice asking for that next pay rise. So let's not waste any more time and get down to basics. The controls are as follows...

JOYSTICK CONTROLS

- Without button pressed, the joystick moves you round the court.
- With button pressed, you'll hit the ball when it comes within reach.
- The direction of the joystick will control the shot.

Forward: Power shot
Backward: Drop shot
Middle: Normal shot
Left/Right: controls direction of shot across the court.

KEYBOARD CONTROLS

L: Up
,: Down
Left Shift: Left
Alternate: Right
Space: Fire
P: Pause
Q: Quit



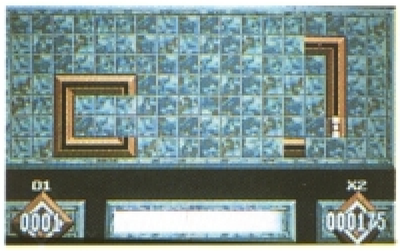
Photok! "Well Bradshaw... " Sputink! "If we place the ten grand order for plasticine midgets... " Sponk! "... Will you let me win the squash ladder?"

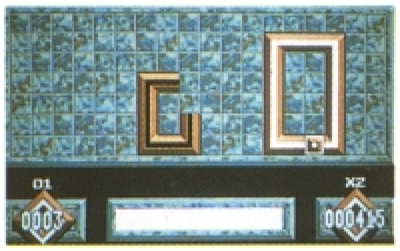
LOOPZ

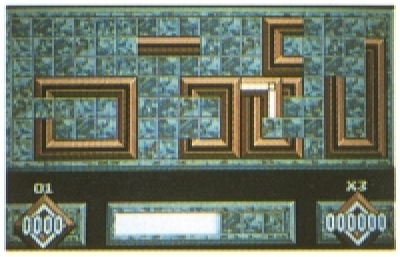
AUDIOGENIC

Playable Demo/ST & Amiga

For your further delectation, check out this rather scrummy dual format playable demo of Audiogenic's *Loopz.* This game's hotter than a Tomahawk Cruise Missile's bottom, and it's already had rave interest for conversion to consoles and even a coin-op. Why? Well, because it's one of those simple-to-get-to-grips-with-insanely-difficult-to-put-down puzzle games in a similar vein to the classic *Pipemania* (or *Pipe Dreams* if you live in the United Mistakes Of America). Your objective is to er... make loops. (Didn't expect that, did you?) Pieces of pipe appear which you can rotate to the







VERY IMPORTANT

ST OWNERS: **in order to get all the goodies onto one disk the programs have been compressed. Some of the games have to be decompressed before the game starts during which time you'll be treated to a screen saying "Unpacking Program" or something like that. This process can take up to four minutes so please be patient!!**

required position and place via the mouse. Make up a complete loop and it'll disappear leaving the grid clearer for further loopings. It's a cinch, isn't it?

You'll have a time limit (indicated by a decreasing line at the bottom of the grid) in which to position your piece; if the time limit runs out, you'll lose a life and a piece. Unlike *Pipemania*, you have to use every piece (there's none of that ditching unwanted pieces by building over it here). Extra bonus points can be picked up by doing things like creating a loop leaving no other pieces on screen etcetera. Oh, and there's one other thing, the game stops after you've used up 50 pieces. Gnash gnash – if you want more, you'll just have to buy the full game. Happy looping!

LOOPZ CONTROLS

● Well, it's a snip, isn't it? Move the piece around the grid using your mouse. Rotate it by pressing the right mouse button, and place it using the left mouse button.

DISKMAYED: READ ME



If you're having a few problems (Or even a lot of problems) loading your disk then remember the story of the wolf, the crow and the box of smarties. A brief summary for those who don't; there was this wolf, this crow and they were both very patient about a box of smarties. Aaanyway the moral of this story is be patient. Switch your computer off and have a couple more goes. If this still fails then don't panic.....

1. **Pop the disk, a note explaining the problem and a stamped addressed, padded envelope into a bigger padded envelope.**
2. **Send the bang shooting match to ZERO Disk Returns, Copytec, 24A White Pit Lane, Flackwell Heath, Nr High Wycombe, HP10 9HR.**

MOONSHINE RACERS
MILLENNIUM

Playable Demo/ST & Amiga

From the programmer who brought you *Chase HQ* comes a chase game with a difference – you're doing the running instead of the chasing. Attempting to get a supply of liquor to Tucker's bar in the Deep South, you'll need to avoid road blocks, cops and holes in the ground.

The control system is pretty simple, push the joystick forward to go faster, back to slow down. Press fire to alternate between high and low gears.

For the purposes of the demo you just hack down the highway as far as the moment of gratuitous Millennium advertising rather than the bar. There are plenty of hazards on the way. Especially worth watching are the barriers. These will obviously slow you up if hit. However if they're Police Barriers, they'll do a lot more. Bumping into them will unleash a Police car which will try to *Chase HQ* you: i.e. run you off the road.

There are plenty of other things to look out for so, without further ado, let's move on over to an annotated screen.

1. **TEMPERATURE: Don't over eat , sorry, over heat – or you'll find flames leaping out of the front of your vehicle and speed becoming a thing of the past. When in trouble slow down.**
2. **MOONSHINE: the spice of life. If you corner too fast you'll start slopping your liquor all over the shop and that won't make you too popular with old man Tucker.**
3. **GEARS: Either high or low. Nothing middle of the road here.**



WE'RE AT IT AGAIN

Once again ZERO brings you the best disk this side of the Motown back catalogue in...

ZERO N-N-N-N-NINETEEN

HEROQUEST
PLAYABLE DEMO



★ **Previewed in last month's ZERO and soon to be released by hard as steel Gremlin, *HeroQuest* is the computer version of the highly popular D&D style role player. A whole host of heroes, monsters and the inevitable wizard or two all displayed from a tasteful isometric viewpoint. Why take our word for it? Buy next month's ZERO and see for yourself.**

MYSTERY GIFT



★ **Well it's not a complete mystery. To give you a clue it's going to be a complete game and it's going to come from Gremlin. What is it? Will it be a shoot 'em up? Will it be a footie sim? Will it be the first multi-style Blood Sports Sim? Well you're just going to have to wait and see.**

ZERO reserves the right to alter the contents of disk or magazine without prior warning; but we'll try not to. Honest!

"SKI OR DIE" FIVE FUN-FILLED WAYS TO END UP IN HOSPITAL



SNOWBOARD HALF PIPE



ACRO AERIALS



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SNOWBALL BLAST



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As Rodney so eloquently put it, "Snow sports ain't for powder puffs" So as soon as you arrive at his Ski Shop you'll be presented with not one, but five chilling routes to oblivion. Count 'em while you still can.

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"Acro Aerials", fly, flip, twist and tuck, down the glacier and convince the judges that you really meant to do it that way.

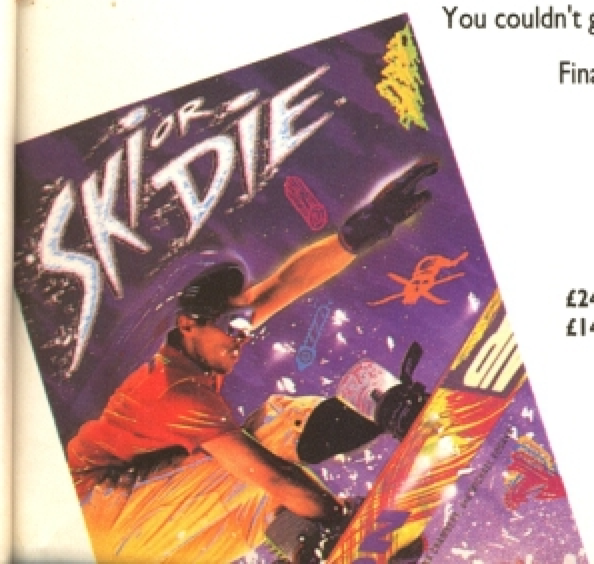
If your idea of fun is to race down a mountain on an inflated inner tube, while Rodney's son Lester tries to puncture you and your vehicle with various sharpened objects, "Innertube Thrash" is for you.

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And if you're the type who really does have a ski loose, then why not try them all? Do you prefer flowers or grapes?

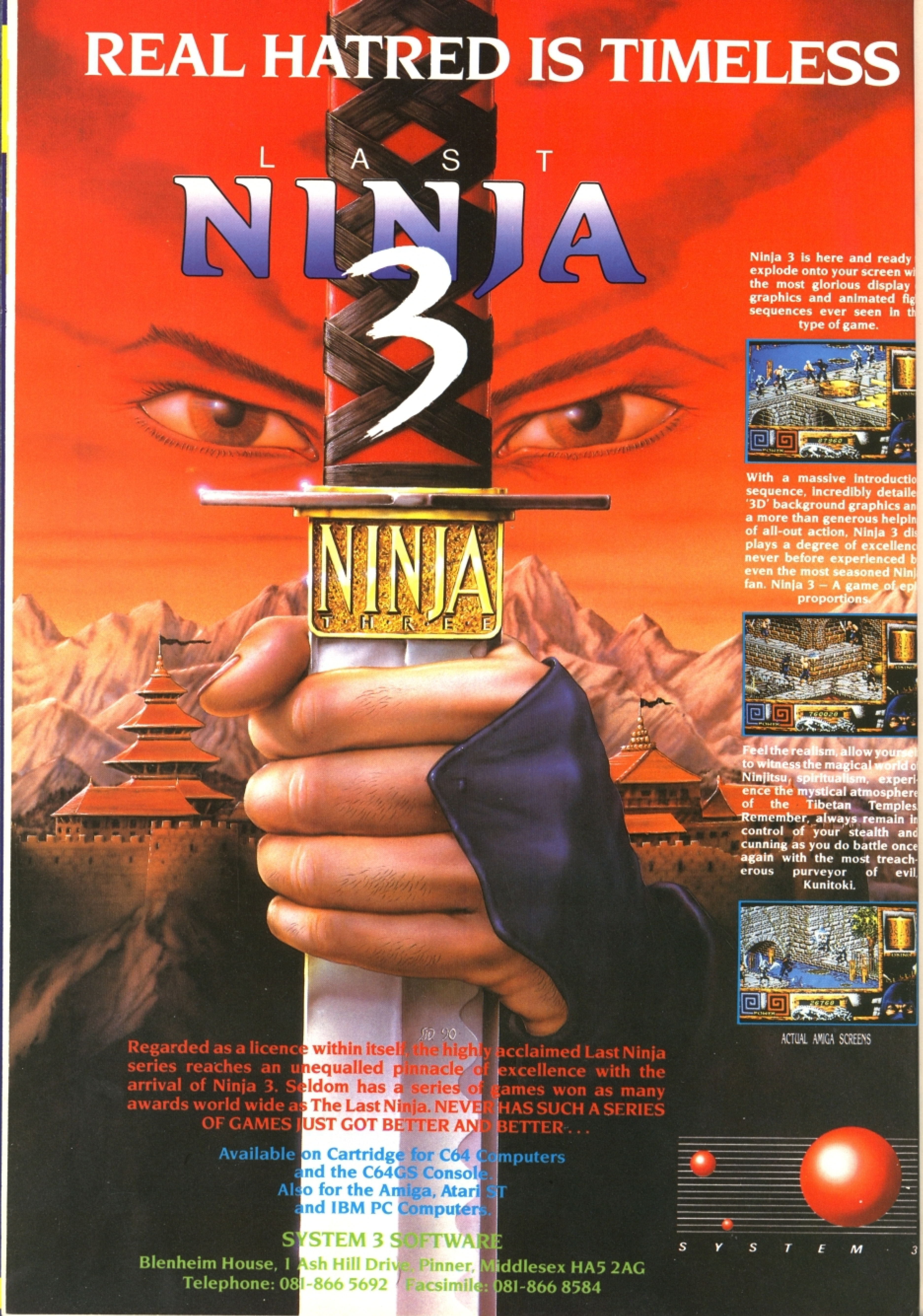
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SYSTEM 3

Close your eyes now if you'd prefer this month's selection of up-and-coming faberoonie new titles to remain veiled in secrecy. Otherwise, read on...

MEGA-LO-MANIA

If you're the sort of person who insists on having the cream off the top of the milk every morning, and offers to pay the telephone bill so you can get your name into the phone book, you're well on the way to becoming a megalomaniac. (That's a person with a craving for power, lexicography fans.) If so, how about taking over a world? It's not as tricky as you might think, especially if you get hold of a copy of *Mega-Lo-Mania*. And doing it that way means less chance of running into trouble with the police.

The snag is that three similarly-minded computer components are competing for the same planet. And, as the game is played over lots of different time zones, chaos is likely to ensue with cave-men being bombarded with nuclear missiles and World War II fighters swooping down on Roman soldiers. The game boasts 'the best sound effects ever to be heard in a computer program' and the possibility of alliances between players.

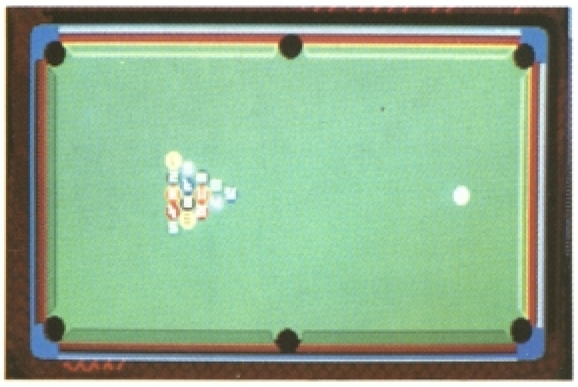


● Available from Mirrorsoft in July on ST, Amiga and PC, price to be announced.

BILLIARD 3D

This one's subtitled 'nom provisoire', which is both good news and bad news. The good news is that this means it won't actually be called *Billiard 3D* when it's finished – it would be a slightly crap name, don't you think? As the more multilingual among you will have spotted, however, 'nom provisoire' is actually French. And that's the bad news. It's a French game, which means that its promised 2D/3D options, choice of tables and 'l'ambiance des salles de billiard' (smell of cigarettes and stale alcohol) are likely to be wrapped up in more than their fair share of weirdness.

● Available from Infogrames in April for the ST and Amiga priced £24.99 and the PC priced £29.99.



CHART

1. **SPEEDBALL II** – Mirrorsoft
2. **LEGEND OF FAERGHAIL** – Rainbow Arts
3. **F-19 STEALTH FIGHTER** – MicroProse
4. **MI-TANK PLATOON** – MicroProse
5. **MIG-29** – Domark
6. **PRINCE OF PERSIA** – Bröderbund/Domark
7. **B.A.T.** – UbiSoft
8. **ULTIMA V** – Origin/Mindscape
9. **POWERMONGER** – Electronic Arts
10. **HARD DRIVIN' II** – Domark

Charts supplied by the Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 01-631 1234

SKULL AND CROSSBONES

The snag with ordinary bowls is that it's tricky to tell what's actually in them (unless you peer over the rim). That's where glass ones come in handy. *(Oh God. Ed.)* And not only are they more convenient, they're also fully microwave-proof and rather attractive to look at, especially if they're smoked. *('Pirates' you fool, not 'Pyrex'. Ed.)*

Skull & Crossbones looks as though it'll feature all the standard piratey things. Sword fights, wooden legs, jolly rogers (fnurk), treasure chests – they'll all be there. Potential hazards include the Arch Magus and Medusa, and if your mainbrace looks a bit suspect there'll no doubt be a shipmate on hand to splice it for you.



● Available from Domark at the end of March for the ST, Amiga and PC, price to be announced.

CRYSTALS OF ARBOREA

As Prince Jarel of Arborea you have certain responsibilities. Unfortunately, though, these aren't limited to merely opening the odd railway station and fronting 'good causes'. They also extend to ridding your land from Morgoth, Lord Of Chaos, who's returned from his exile deep under the planet's surface and is unleashing all the usual death and destruction. At your disposal is the magic of the White Arts, which should hopefully do the trick, and there are some crystals to collect or something. And about 4000 locations to explore.

● Available in April from Palace for the ST, Amiga and PC, price to be announced.



AVENGER A-10



Q. What's big, ugly, nicknamed 'The Warthog', carries a 30mm seven-barrel machine gun and isn't the sort of thing to cross if you're looking forward to your next birthday?

A. No, not David McCandless, *(Nice try. Ed.)* but a tank-busting aeroplane called the A-10 which happens to be the star of Spectrum HoloByte's next flight sim. The game will have lots of topical missions to fly and (rather cunningly) will connect up to another computer running *Falcon 3.0* or *Tank*. Ingenious or what?

● *Avenger A-10* will be available from Spectrum HoloByte/Mirrorsoft in late 1991 on PC, priced £34.99.

AMIGA CHART

1. **LEMMINGS** Psygnosis
2. **SPEEDBALL II** Mirrorsoft
3. **A-10 TANK KILLER** Dynamix/Sierra
4. **F-19 STEALTH FIGHTER** MicroProse
5. **CHAOS STRIKES BACK** Mirrorsoft
6. **PRINCE OF PERSIA** Bröderbund/Domark
7. **Z-OUT** Rainbow Arts
8. **SUPREMACY** Virgin
9. **POWERMONGER** Electronic Arts
10. **WOLFPACK** Mirrorsoft

PC CHART

1. **WING COMMANDER** Mindscape
2. **F-19 STEALTH FIGHTER** MicroProse
3. **A-10 TANK KILLER** Dynamix/Sierra
4. **SILENT SERVICE II** MicroProse
5. **MIG-29** Domark
6. **RISE OF THE DRAGON** Dynamix/Sierra
7. **MIDWINTER** MicroProse
8. **AIRCRAFT SCENERY DESIGN**/Microsoft
9. **HUNT FOR RED OCTOBER**/Grandslam
10. **WONDERLAND** Virgin

Charts supplied by the Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 01-631 1234

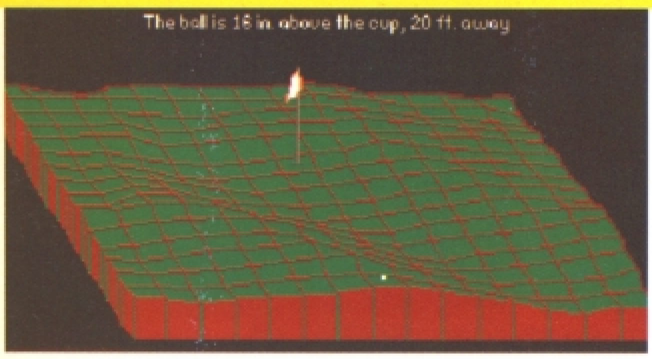
HYDRA

A Hydra is a sort of heavily armed hovering boat thing, apparently, which is ideal for couriers trying to deliver top secret packages. Seeing as you're a courier trying to deliver a top secret package, it's probably just as well that you've got one. There'll be lots to shoot, plenty of rapidly-scrolling waterways to race along and a whole series of vital government missions to go on. Berlimey!

● Available from Domark in April for the ST, Amiga and PC, prices to be announced.



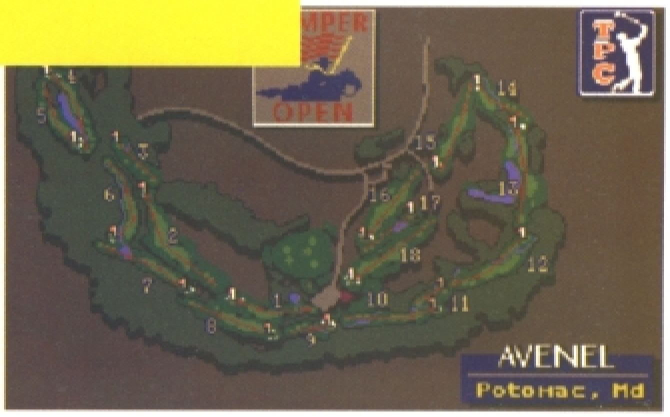
F THE IDEA OF TAKING ON 60 TOP GOLF PROS SEEMS DAUNTING, THAT'S PAR FOR THESE COURSES

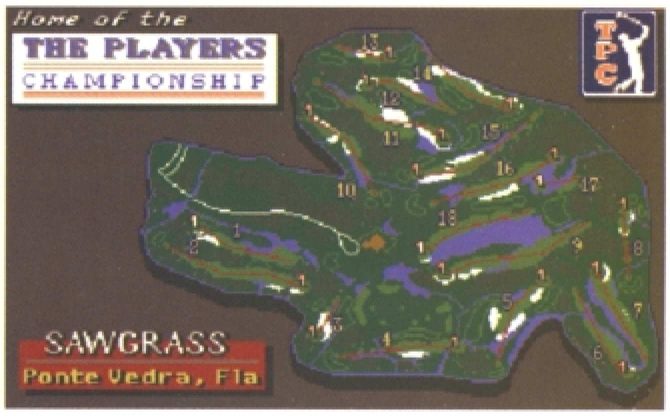


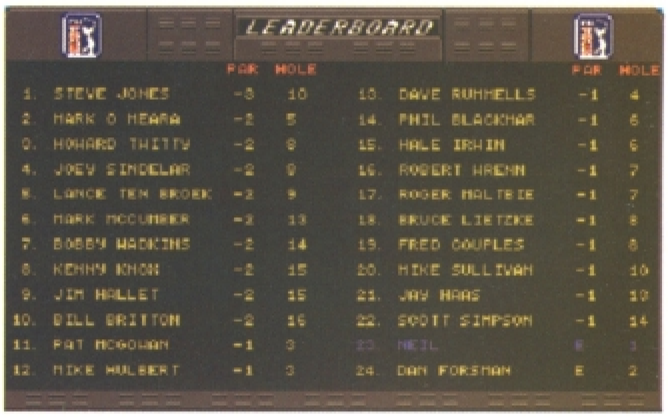












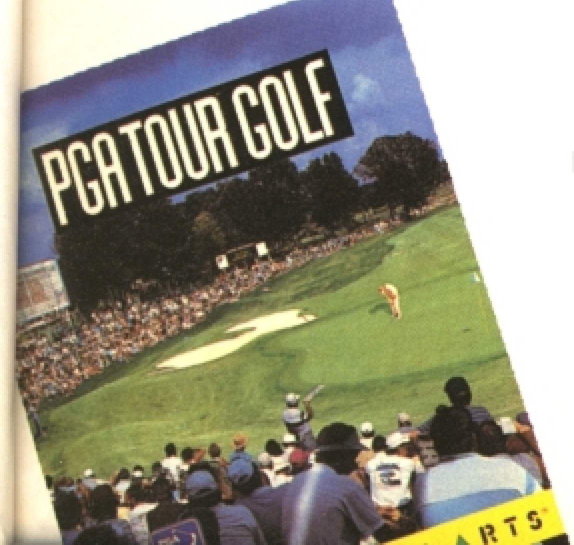
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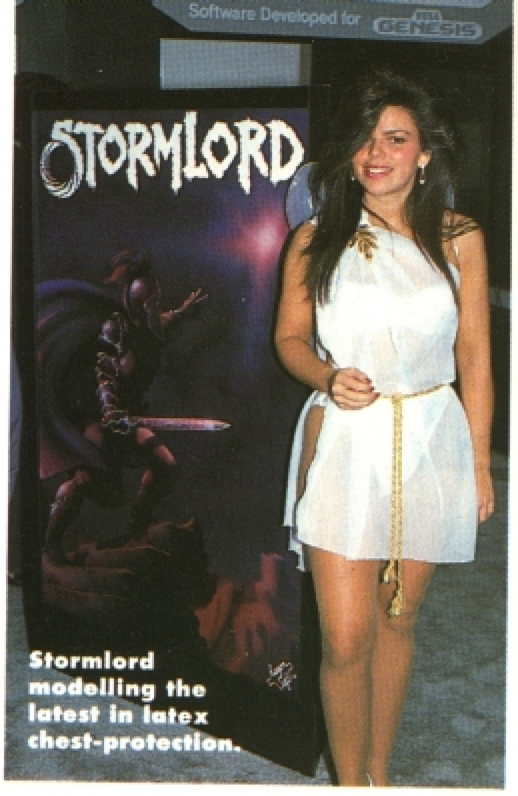
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STATES OF PLAY

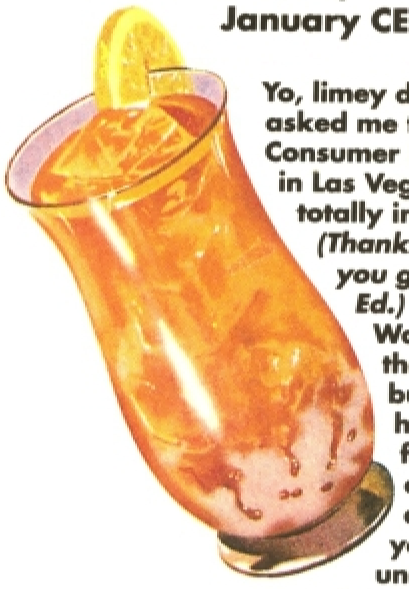


Stormlord modelling the latest in latex chest-protection.



Las Vegas: the lights are on but there's nobody home...

Mall rat and American correspondent *Lance Zee* learns to write just in time to file this Stateside report from the January CES. We conclude that they don't speak English.



Yo, limey dudes! Your Editor asked me to describe the Consumer Electronic Show in Las Vegas. Well, like it's totally indescribable. *(Thanks. What have you got to say now? Ed.)* I mean, Lost Wages is surreal at the best of times but cram every hotel full of geeks from the home electronics trade and eventually your eyes blur under bombardment from 100,000 checked jackets! I mean, at CES the computer people look low key! Micros and consoles fill these three big halls and the NOIZE turns your brain to jello! Still there's lotz uv new product and rumours rumblin'...

★ FLOPPY AND SOFT ★

Barf bag, per-lease! Two Nintendo Gulf games: **Saddam** from Bunch Games with the bitchin' ad line "Oil In The Family" looked like a standard beat 'em up. **Attack Iraq** ("Available within three months"... don't surrender too soon, Saddam baby) looked totally unfinished. Winner in the sickola stakes was Dominion's **Advanced Military Systems** for the Commodore CDTV, a 'serious' disk catalogue of death-dealing, hi-tech hardware for stay-at-home soldiers to slaver over. Gung ho guys, you won't get killed in Idaho! Meanwhile most desperate attempt to cash in was Capstone, boasting that its latest game "simulates satellite technology monitoring the Gulf crisis." 'Zatso? Then why's it called **Cardinal Of The Kremlin**?



Fightin' back from financial problems, Activision's Nintendo titles include **Die Hard** and **Ultimate Air Combat** in June. And awaitin' take-off on the PC front are two flight sims, the unique **F-14 Tomcat: Dogfighting Simulation** and **Death Or Glory**, which spans history's top twelve memorable missions.

Those martial artists at Bröderbund are back with **Ancient Art Of War In The Skies**, a strategic sequel set in World War One when targeting meant dropping bombs out of a hole in the bottom of your plane! There's also a new **Carmen Sandiego** game in development but clues are as elusive as the dame herself. Just have to make do with the TV cartoon series that's currently in production, I guess.

What righteous duo have a **Most Excellent Adventure**? **Bill & Ted's** bodacious exploits, kidnapping all those top dudes from history and bringing them back to the mall to complete their class assignment, have been turned into arcade action on the Amiga, PC and even C64 by Capstone! Truly bogus!



Mickey Mouse on the "Genesis" (Mega Drive to you). The success story of the show?

Formula 1 ace Mario Andretti hits the EA pits to put his name to yet another car simulator for the PC. Starting with scrappy sprint cars on dirt tracks you work your way up to

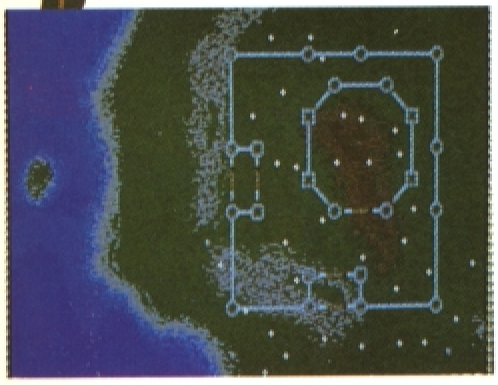
Grand Prix and the Big A's most awesome tracks including Ascot Park and Monte Carlo. **MA's Racing Challenge** takes off in March.

Unlikeliest topic for a game? EA affiliate California Dreams has **Solidarity**, the Polish trades union simulator, due in late spring for PC with Amiga to follow. Unite the workers and resist the secret police, all with a point and click interface. Should be accurate, though, as it was developed in Warsaw, Poland by PZK, which includes former Solidarity members! More mainstream is **Street Rod II**, for PC and Amiga, including cruisin' Mulholland Drive and the LA aqueduct. Now Uncle Sam will approve of that!



An English-dude's home is his castle, am I right? (I saw this movie on the late show and your country's covered in 'em.) Now any sad sack who ain't got no historical pile can have crenellations on his computer courtesy of Interplay. Set in the era of Eddie the First, **Castles** is a thirteenth century strategy simulation which combines the best of **Sim City**, **Populous** and **Railroad Tycoon** with a dose of role playing. You can design up to eight fortified condos, placing





***Castles*, a game in which you have to guess which way up the screenie goes.**

siege engines and arrow slots as required. Then it's time to don your baronial garb and start putting those peasants to work, setting taxes, sorting out squabbles between Church and State and even keeping dragons from nesting in your turrets if you choose a fantasy scenario.

Nuttin' new from the boys at Lucasfilm till July? That's not good enough for Lance Zee! "We'll be doing more graphic adventures along with more simulators. And more that's different from what you've come to expect," says one of George's imperial storm-troopers. Also expect more movie tie-ins.

Yeah, so we all know sicko Troy Heere sat through a true-to-life, Technicolor vid of brain surgery before carving into **Life & Death II** (barf!). But still top secret is the subject of his next venture into the OR. My bet is it's time to open up that old chest for some transplant fun. Altogether now, *You Gotta Have Heart...*

After knocking you out with **Sports Simulated Boxing** *(4-D Boxing over here. Translation Ed.)* DSI is going for the same polygon technology and first person point of view with **Tennis**. The company claims it's the first tennis game that's not just *Pong* with pretty grafix!

Hot news on the desktop video front was NewTek's **Toaster**. Buckwheat, wholegrain and 128 software based video effects for the Amiga 2000. With its titling, animation, dual frame buffers and a whole lot more technical stuff, **Video Toaster** is already being used professionally. One problem – you limeys won't be able to get your hands on this eyeball-searing box of trickery for some time because you use a different television standard. Ha-ha!

How could Origin follow **Wing Commander**? Well, they could make the gameplay as good as the graphics for starters! Which is what they promise to do in **WCII**, enhancing the plot complexities and character interaction. Expect lots more cinematic sequences as well; the VGA and soundboard PC demo was Hollywood-ville. Company boss Lord British confides **Wing Commander** may be bigger than **Ultima**. But while he works on the next release of his RPG's, there's a new **Worlds Of Ultima** planned. **Martian Dreams** is sci-fi from a nineteenth century slant, with space cannons, Martian Canals and mad monk Rasputin guesting.

★ HARD WHERE? ★

Atari seemed subdued on the **ST** front. Like the press pack says, the machine's good for MIDI. So tell me sumfink noo, Sam! Rappin' with software houses explains why. Finding one which was developing for the ST was like trying to locate a lucky gambler in Glitter Gulch!

The show's big talking point was **CDTV**. Commodore was so keen to prove it wasn't a computer company, it



***Ancient Art Of War In The Skies* is 'chocks away' from Bröderbund.**

ensconced itself in the real world of hi-fi's, videos and gadgets for getting lint out of your navel. Still, with supposed challenger **CD-I** hidden behind locked doors, **CDTV** started to look convincing! Commodore promises twenty disks at the March launch with many more to follow: there were 35 demos on display.

See if these titles set your pulse palpitatin'. **Gardenfax: Houseplants**? **Silver Palate Cookbook**? **A Bun For Barney...** Gimme a break! I know this is a complete family entertainment system but what about those of us who ain't senile already? There's some seriously



A bunch of Game Boy addicts trying desperately to pretend they're not interested in the Nintendo stand...

stylish mysteries from Tiger Media such as **Angel Of The City** in which Ohio Spelling Bee champion and sweet young virgin Angel Carter gets kidnapped! Big gameplay and enhanced audio and graphics are much in evidence. Icom's **Sherlock Holmes** adds part-screen animation though slow disk access times make moving pictures tricky.

Familiar titles abound in the adventure section. Lucasfilm's **Loom** and Cinemaware's **Defender Of The Crown** are dusted off to take advantage of that CD sound. Speech is a favourite addition. F-16 sim **Falcon's** also flying by, along with limey export **Xenon II** from Mirrorsoft – so that Bomb The Bass soundtrack will sound wholly awesome. But what's the point in putting out **Pacmania** on a mega-Megabyte medium?

STOP

FLIGHT OF THE INTRUDER™



Flight Of The Intruder takes you into the deadliest air combat environment the world has ever known – the skies above North Vietnam.

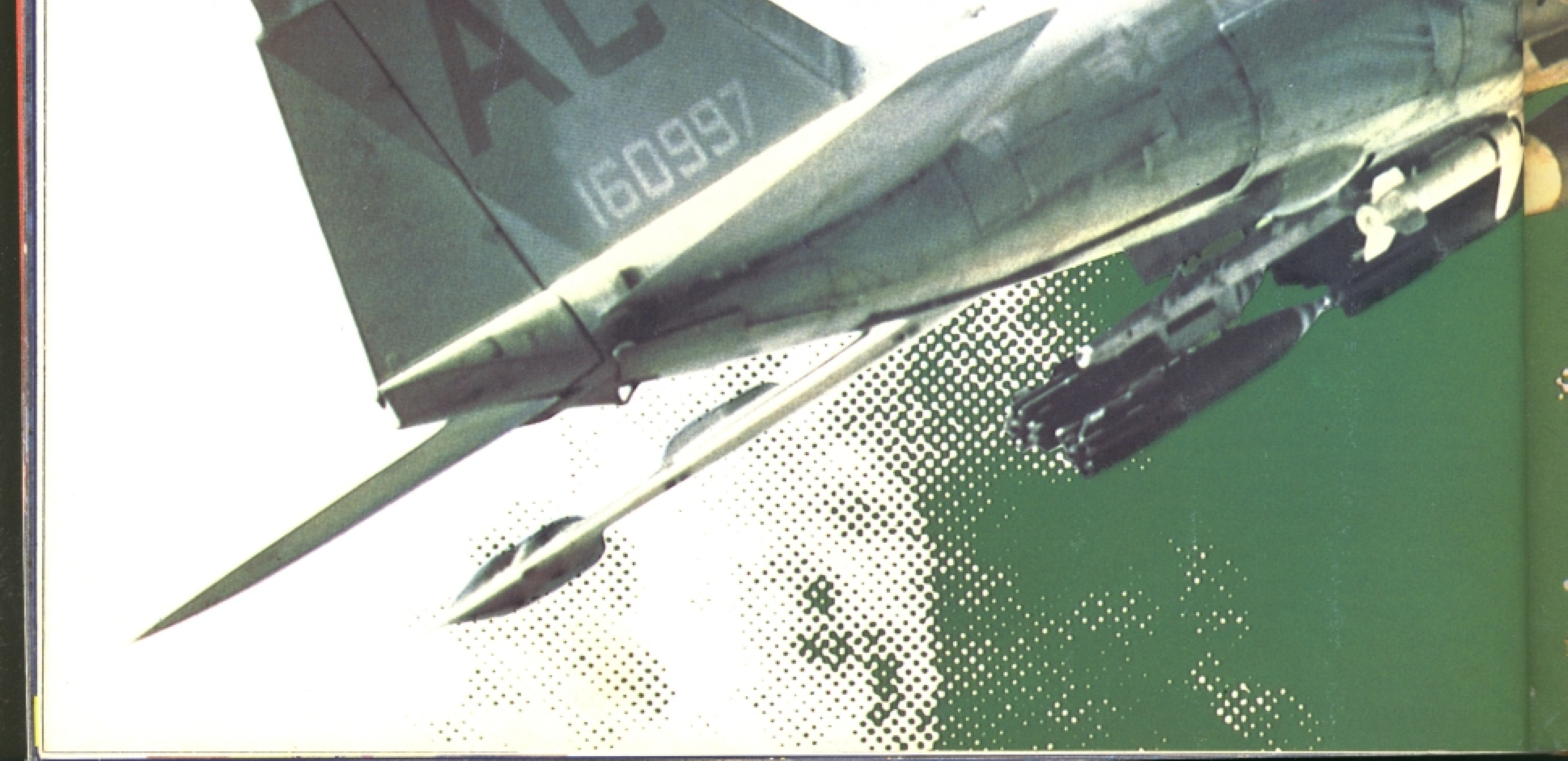
In 1972, the USAF launched Operation Linebacker. US forces and their South Vietnamese allies are locked in a life and death struggle with the fanatical North Vietnamese Army. You must stem the tide of the North Vietnamese offensive by cutting its vital lifeline to its front line troops.

From the US Carriers in the Gulf of Tonkin on "Yankee Station", you must attack a variety of installations defended by surface to air missiles and the MiG fighters of the skillful and determined North Vietnamese Air Force.

Only team work will get you back alive. The "IRON HAND" flights must destroy or suppress the surface to air missiles whilst Combat Air Patrol aircraft circle high above the strike force looking out for enemy aircraft. Finally, the strike aircraft must find and attack the target braving a hail of small arms and anti-aircraft artillery fire at low level. Individual survival is not the only measure of success, it is the success of the mission as a whole that counts – there is no place for seekers of individual glory.

Enemy aircraft featured are the nimble MiG17 and the more advanced supersonic MiG21, capable of out turning any USAF aircraft.

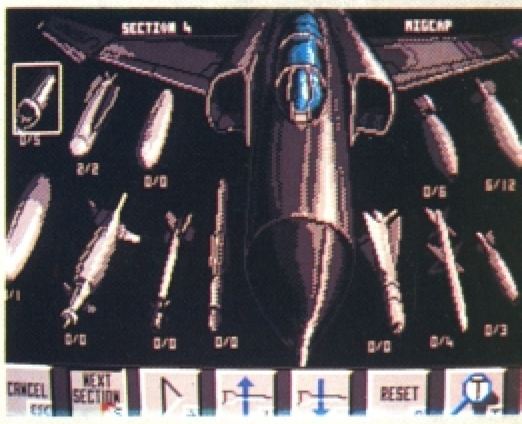
Flight Of The Intruder takes you into the real world of operational flying and mission planning.













FEATURES

Choose between two of the best aircraft that ever flew. The F-4 Phantom is fast, powerful and equipped with highly advanced avionics. It is so flexible that it can perform any type of mission. The A-6 Intruder has the first all weather computer operated weapons guidance system (DIANE) and an outstanding weapons load, both have stood the test of time and are still in service.

- Up to 8 friendly and 4 enemy aircraft on screen simultaneously.
- 2 different aircraft accurately simulated. 3 different roles: MIGCAP, IRON HAND, or STRIKE.
- Realistic mission environment with enemy artificial intelligence.
- Switch between friendly aircraft in flight.
- Carrier take-off and landing with "MEATBALL" landing aid.
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- View from all aspects and 14 in cockpit views.
- Large numbers of mobile targets including trucks, trains and barges.
- Realistic terrain taken from contemporary operations maps including Hanoi, Haiphong and Than Hoa.
- Instant "Quickstart" option.

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BY THE AUTHORS OF FALCON.

UNDER WRAPS

F117A STEALTH

One day an American aeronautical engineer got completely blitzed. With the help of a pair of serrated scissors, a Chinese paper plane book and what in his stupor he took to be a Soviet doppler radar manual (but in fact was a Latvian cookery book), he came up with a black 'thing'. "What's it called?" *Tim Ponting* asked. *"F117A Stealth Fighter,"* he said before passing out.



WHAT'S WHAT

TITLE	F117A Stealth Fighter
PUBLISHER	MicroProse
PRICE	£39.99
FORMAT	PC/Others to follow
RELEASED	Summer 1991

When MicroProse released *F-19* on an unsuspecting PC audience in 1988, the USAF stealth fighter was secret. Very secret. Even the cast of *Twin Peaks* didn't know its name. Artists made fortunes selling *Jane's Odd Military Thoughts: The Bathroom PVC Edition* the latest 'impressions' of it. Endless speculation was published about its height, weight, service ceiling and whether the pilot's seat was electrically adjustable or more like the really crap handle thing under a Cortina's front seat. But did everyone get bored? Did they heckers! It was just too damn exciting for words. And *F-19*, a 'speculative' flight sim, cashed in on the vagueness and romance and turned out to be a corker of a game.

Things have changed now. The 'Wobbly Goblin' (as it is affectionately known by its pilots) is plastered everywhere in all its 'no way does that thing fly' glory. And now everyone realises how boring it is. The pilot straps in, flies undetected to the target at night, drops the single piece of ordnance and flies home again. While the 'operation' is going on, he has time to knock up a crocheted cushion cover or two. Not the stuff exciting flight sims are made of really. Imagine the adverts: "Realistic knitting action", "a choice of, um, one bomb", "featuring a unique 'wake me up when something happens' game interface". No, the F117A may look like a dream, but it flies like an aardvark and is about as exciting as bunion cream.

A STITCH IN TIME

So rather than produce the world's first vector graphics knitting simulation, MicroProse has chosen to continue in the same spirit as *F-19*. "If it ain't fun, it won't be done," explains Jeff Briggs, *F117A's* game designer. So forget the realism stakes. This is a game for the game's sake but with all the usual spice of a MicroProse simulation.

So what's new in what is essentially *F-19 II*? Rather than totally rework the gameplay of the original – which has stood the test of time – MPS has focused its attention on the graphics. *F117A* will

THE F117A KNITTING MACHINE



These are the various cockpit facilities that are available to the stealth pilot who has earned his 'knitting needles'. It's a completely new design, with rather splendid warning lights like an Astra's.

1 Chaff, Flare and Decoy Dispensers. Used to distract enemy radar operators who have temporarily left their macramé baby blankets to sweep the skies for airborne intruders. Particularly useful when one of the deadly SAM knitting needles has been launched bot-wards.

2 Your EMV (Electro-Magnetic Visibility) Scale and combined Radar Warning Receiver. This is where you balance all the various threats against your own radar profile. It's also handy for measuring the length of jumper sleeves.

3 Fuel and Thrust Indicators. Double as knitting machine speed controls.

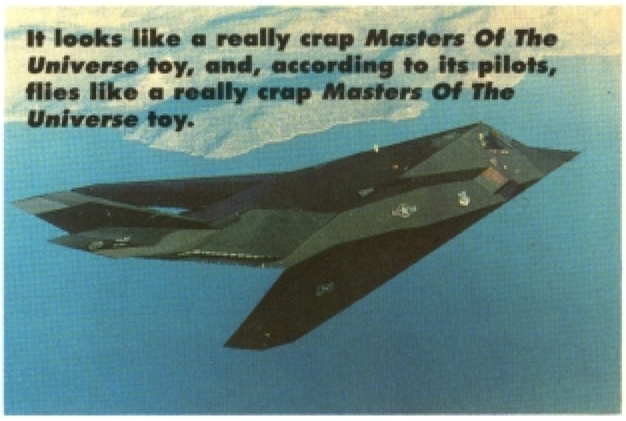
4 Artificial Horizon. And, no, it isn't working because there's a length of cotton caught up in the mechanism somewhere.

5 Target Camera. Shows the piece of desirable hardware that you're about to fire an air-to-air or air-to-ground crochet hook at.

6 Head Up Display (HUD). Altitude on the right, airspeed on the left, selected weapon in the bottom left, gun rounds in the bottom right, heading at the top, and futuristic knitting patterns in the middle.

LTH FIGHTER

support full 256 colour VGA, with improved attention to detail. For example, they have decided to follow Lucasfilm down the path of 2-D sprite-based explosions in a 3-D vector environment, including some fabulous cluster bomb animations. All the options and outro screens are completely new, and the cockpit interior and instrument panels have been redesigned to fit the new aircraft data and to improve the gameplay. And because the Gulf War has revealed that well over 90% – if not all – stealth fighter missions take place after sundown, they have paid particular attention to the night-time graphics.



It looks like a really crap *Masters Of The Universe* toy, and, according to its pilots, flies like a really crap *Masters Of The Universe* toy.

IS THAT ALL?

Um... no, actually. Although the game is in early stages yet and they're not sure exactly what will end up in the finished version, Jeff and the team are working on making the *F117A* experience similar to – but far more advanced than – *F-19*. For example, the Gulf War has made everyone, sim buffs included, more aware of the 'precision' aspect of strike missions. The *F117A* playing interface will try to give that 'feel' of dropping a laser guided Paveway down a ventilation shaft (for example), though quite how this might be achieved isn't yet clear. Overall, the mission generator will be more sophisticated, taking account of what is known about the actual usage of the stealth fighter operationally – like night flights and so on. The artificial intelligence of the other aircraft in the game is to be improved, especially that of 'friendlies', and the cockpit display of all the radar information will be rejigged. And a replay option seems inevitable.

Bush is bundled off to a 'retirement home' as the F117A Stealth Fighter is sworn in as the next President of the United States.

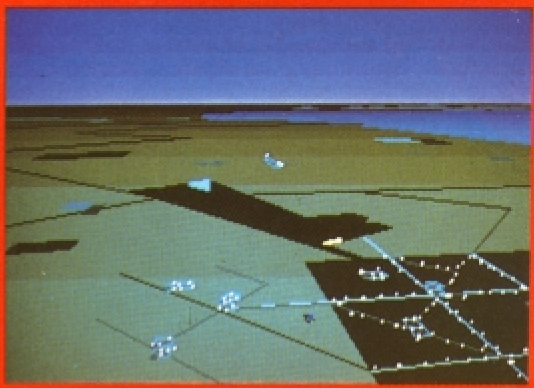


But most significantly, perhaps, there are to be no fewer than nine 'worlds' with the option of further scenario disks at a later stage. With the game will come the four worlds of *F-19* in all their 1987 'Cold War' anachronistic glory – Libya, The Persian Gulf, The North Cape and Central Europe – plus the additional two from *F15-II* – The Middle East and Vietnam. These, of course, have been extensively reworked from the 16 colour originals. But there are three completely new arenas too: Columbia/Panama, Northern Japan, and – gasp – Iraq. Now MicroProse are keen to play this last card down, pointing out that development began before War broke out. Whilst hostilities have been a boon in terms of F117A info becoming declassified, no one involved in the project is at all happy to be associated with any perceived gung-ho exploitation of the War. Somehow it seems doubtful that the audience will be quite so tasteful...

THE SKY AT NIGHT



Nearly all *F117A* operations are nocturnal, so much of the programming team's work has gone into the night-time graphics. The skies are 'dynamic': they change colour as time passes, especially noticeable during dawn and dusk raids – you'll be able to watch the sun rise or set. Cleverest of all, the inhabitants of the cities you pass over will turn on their lights gradually as it gets darker. Unless, of course, they're expecting an air strike, in which case it'll be blacker than a pirate's Y-fronts.



SHOW ME THE WAY TO GO HOME



One of the most annoying things about *F-19* is the stupidity of your own side. You could be trying to land in friendly territory, when you get jumped by a pack of MiG-29s – this despite the air being filled with F-18s. What are they doing? Listening to Moscow pirate radio stations? Anyway, MPS hopes to address the stupidity of 'friendlies' in *F117A*, making them more sensitive to your needs as the pilot of a dead expensive aircraft. Like for example, they might shoot the odd MiG down if they can squeeze it in between bursts of Betty Bouski and Supreme Soviet Funkadelic.



UNDER WRAPS

F15 STRIKE EAGLE II

It's been around on PC for yonks, it's the dog's woss's when it comes to all-action jet dogfighting, and somebody, somewhere, has taken pity on all you ST and Amiga owners.



In the 16-bit versions of *F-15 II*, there's a new 'tool up' option allowing you to carry the weapons which best suit your mission.



F15-II is the flight sim that time forgot. It's a shame, really, because as PC sims go, there's not a lot that can hold a candle – or even a rather small penlight with a flat battery – to it. The basic design is very similar to *F-19* in many ways. The cockpit orientation, the maps, the control system, even the graphics themselves are almost identical. However, because of the nature of the plane itself, the gameplay has a completely different slant.

It all boils down to dogfighting, basically. The thing is, once an F-15 'drops a load' on a target, every MiG within 50 miles is vectored over to hose it down with lead spray.

The missions are similar to *F-19*, consisting of a semi-randomly generated pair of primary and secondary targets. The difference is in the pace: in *F-19*, it all takes ages and you might just fire two mavericks during an entire mission; in *F-15*, it's all over in a blaze of afterburner. In a single sortie, you might take out five or six ground targets and as many planes as come near you.

WHAT'S WHAT

TITLE	F-15 Strike Eagle II
PUBLISHER	MicroProse
PRICE	£29.99
FORMAT	Amiga/ST
RELEASED	May/July

The team working on *F15-II* promise an even more seamless conversion than *F-19*. For a start, it's already running faster, and they're making full use of the Amiga rather than porting directly from ST. There are several improvements over the PC version, including the two additional *F-19* worlds as standard (making six in all), an 'intelligent combat console', and tweaked static graphics in the briefings and debriefings. It looks all set to be an Easter hottie!



Shoot here or forever hold your piece...

GUNSHIP 2000



"Helicopter pilots do it in cyclic shorts!" "Auto-rotate my propshaft, baby!" *Tim Ponting* pretends his other car's an AH-64A Apache attack helicopter...



Like the stealth fighter, the modern attack helicopter is a weird thing. For a start, it's equally ludicrous that it can fly in the first place. The Apache looks as if it's got a strange disease: sensor equipment like warts, engine outlets like verrucae, a long pointed belly mounted 30mm chain gun like, um, an elephant's trunk. Even so, it makes for an exciting game because of the variety of missions. You might be dropping supplies, evacuating troops or even shooting bunkers up with fin folding rocket packs.

Gunship 2000 takes over where the original *Gunship* left off. The graphics will feature topographical improvements: spookily the land has 'downies' as well as 'uppies'. So just like in Dynamix's *A-10 Tank Killer*, you'll be able to fly along river valleys etc. Also, because most of the time you'll be flying low, there'll be loads of ground detail, including fields and trees.

Where *Gunship 2000* goes beyond any other heli sim – like the superb *LHX* from Electronic Arts – is in the strategic options. Learning the lesson of *M1 Tank Platoon*, MicroProse has included the facility of controlling a flight of up to five helicopters with free switching between them during a mission. There's also an extended campaign system and a mission builder, allowing you to create and execute your own tactical and strategic plans. So if you want to try and destroy the MacDonalds in Berlin, there's no problem.

The game takes place in two regions: Central Europe and The Persian Gulf, and MPS promises a play area that'll take fifteen minutes to fly across in real time, so the scope is massive. Watch out for this one: it could be rather fab...

WHAT'S WHAT

TITLE	Gunship 2000
PUBLISHER	MicroProse
PRICE	£39.99
FORMAT	PC/Others to follow
RELEASED	April

STOP

GODS

THE BITMAP BROTHERS



ST version shown

**Are you bored of games that pose no real challenge? Mindless adversaries that can't fight back? Dumb nasties who just ask to be slaughtered?
GODS is a complete departure!**

**Featuring a revolutionary system of artificial intelligence, your opponents react to your actions and interact with the environment.
Perhaps guile will achieve more than brute strength! Your cunning, as well as skill with the fearsome array of weapons at your disposal, are needed equally to overcome the enemy...**

Award-winning Bitmap graphics and music by Nation 12 make this their most exciting game ever...

Have you got what it takes to be a GOD?

Amiga, ST, PC

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LETTERS

By 15th June 1988 David Green from Dyfed had had 118 letters published on the letters pages of *The Times*. So what are you lot playing at?

MC GRAMMAR

Hurrah! I have just read in some poncy trade newspaper that you won an award for best mag. Hurrah! It must of been all my letters. P'raps you should give me a job.
Ludwig Ledbury, Wantage, Oxon.

First learn the difference between a verb (e.g. 'to have') and a preposition (e.g. 'of') then we'll talk about the job. **Ed.**

HAPPY TALK

I know this is going to sound very grovelly and sickeningly sweet but I thought I would write in and comment on how much I enjoy your excellent magazine.

Oi! is always first to tell me what games are coming out, *Previews* is always first to show me what the games will look like, you're always first with the games reviews and best of all *Yikes!* always gives me a good laugh. I'll send in a photo of my scumbaggish room when I get a film in my camera (and a camera). I also like reading the facts on the side of the mag. By the way how about some more pics of Betty Boo?
Daniel Turner, Millom, Cumbria.

No it doesn't sound at all grovelly or sickeningly sweet. It sounds like the well reasoned arguments of a very intelligent person. As for Betty Boo – well she was the face of 1990. Look out for Marjory Wingbottom in '91. **Ed.**

SHEER HART ATTACK

What's happening to ZERO? The once classic mag is now slipping away into nothing more than "let's see what we can chuck in now. Oh yeh, move that computer part into that corner"; e.g. the *Yikes!* pages – I've been to funnier funerals, e.g. "Let's waste the past 17 years of the Bitmap Brothers' time and research, and put the complete solution to *Cadaver* in before the game is even out."

And then there is *Console Action*. A console is a pathetic... erm... thing which no-hopers get because all they do is play beat 'em up games and have no interest in anything a computer can do. With new console mags out, they can now move along like the spoons they are and relieve us of this awful section which usually comprises of games out years ago and buried for the ST and Amiga.

Oh and less of the Amiga favouritism; we all know Amiga owners think they can look down on ST'ers and ST'ers try to look up, but now there's the STE and you're history, chaps!

Eh?! What's this? *Turrican II*... Amiga 90... ST 91? You've given the ST a better mark? Ahhhhhh!

P.S. Your mag is excellent.
Spencer 'Loon' Hart, Peterborough.

a) Peterborough must have really jolly funerals. b) The Cadaver *solution was printed a couple of months after the game's release (except perhaps in Peterborough). c) Consoles are really rather popular and getting more so every day. As for Amiga bias... well read on.* **Ed.**

UNDER COVER

I am a regular reader of your mag and I think it's bloody marvellous. I have been buying it since issue two and I also have issue minus one (The one with the *Batman* review in it.) But the last few issues have got me pissed off no end. I own an Amiga and the cover disks recently have been extremely biased towards ST users. So please try to be fair with the cover disks. Oh by the way, apart from the disks, congratulations on the mag. It's a right rivetin' read.
Rory Connaugh, Perth, Perthshire.

Let's face facts, you can't please all the people all... blah, blah. Actually contrary to popular belief we don't think "Hah let's really stuff the Amiga/ST owners this month." We try to get the best for each format. The differences exist due to lack of space on the disk or the fact that the product is not ready in time. **Ed.**

WHICH SIDE ARE YOU ON?

I am writing because I am totally disheartened, though not with your super, excellent, brilliant, mega, (need I go on?) (*Please do. Ed.*) magazine, but with the game publisher, Mirrorsoft. Why? Because I recently bought that super, excellent *Speedball 2*. Well I say super, excellent but I don't really know that for a fact, because the bloody thing would not load.

I trecked all the way back to the shop where I was asked a question I'd never heard before. No, not "What are you doing tonight sweetie?" but "Have you got a double-sided disk drive?" After replying "no" (as I have an early Atari STFM) I discovered that to load the game of my dreams, I would need a double-sided disk drive, and Mirrorsoft will never release a single-sided version and they don't mention the fact that you need a double-sided disk on the box.
Mr. More Than Slightly Angry And On The Verge Of Throwing My Single-sided Disk Drive Computer Through Mirrorsoft's Window.

Oh dear, all these problems and your parents cursed you with a daft name too. However all is not lost, at the time of going to press Mirrorsoft is still 'considering' the possibility of doing a single-sided version of Speedball 2. **Ed.**

EBONY AND IRONY

I'm a PC owner and I wish to whine on continually about ZERO's lack of coverage for the PC. Because I've got pot-loads of dosh lying about I decided to buy a PC instead of an ST or Amiga and I think this gives me the right to completely ignore the fact that the vast majority of ZERO readers are actually ST or Amiga users and moan on and on about ZERO never having a PC cover disk, despite the fact that this would be completely silly as it would mean that both 3.5" and 5.25" disks would be needed and ZERO would lose a big stack of ST and Amiga readers.

I would also like to completely ignore the fact that if I subscribed to ZERO I would receive a free game and would be paying a mere £1.66 per issue (and would therefore, in effect, not even be paying for the cover).

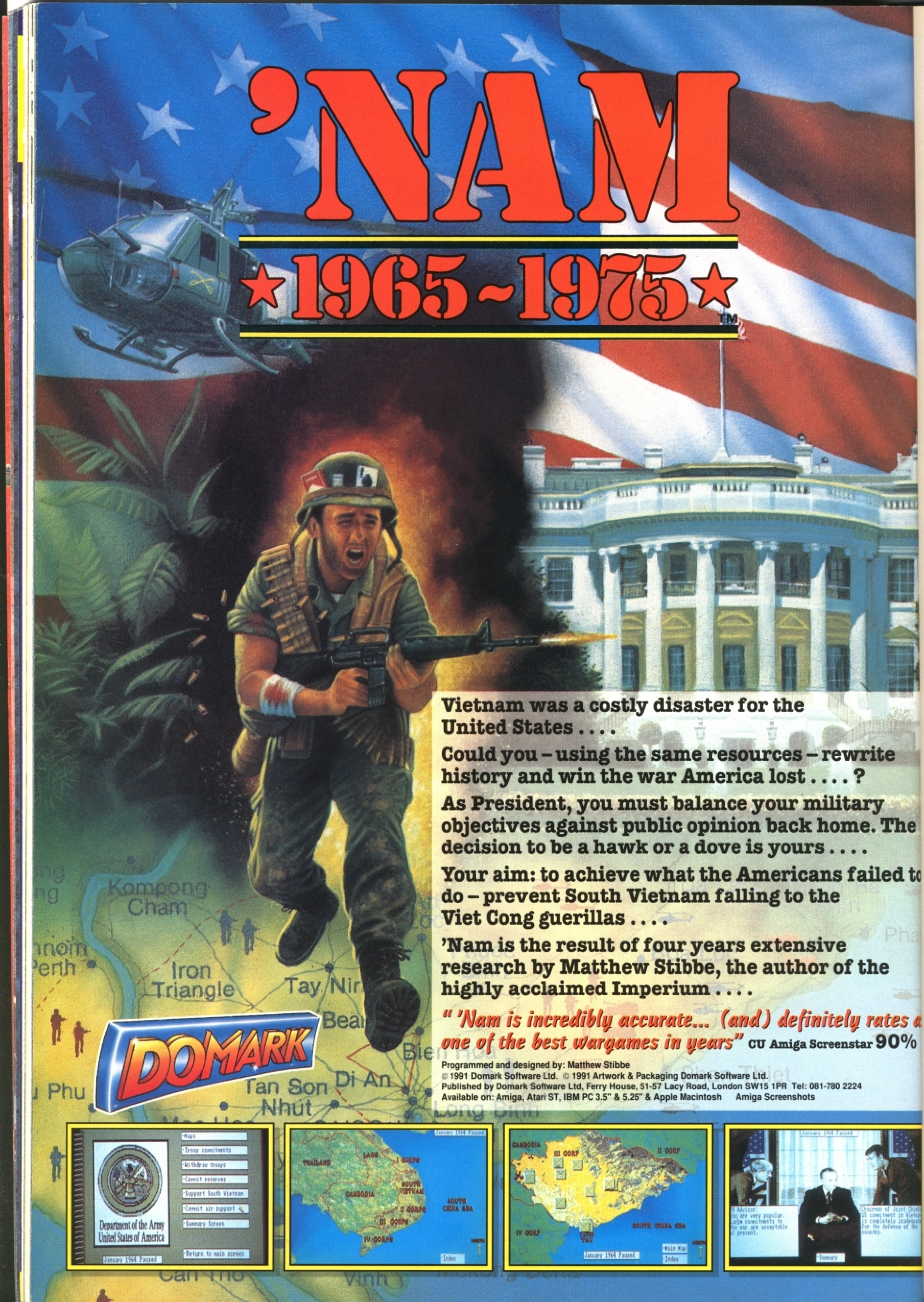
Whilst writing I would also like to whinge about the price of PC software. I think I will completely ignore the fact that PC software always costs more than ST and Amiga software because the mere fact that I can afford a PC indicates to software houses that I have got loads of money to spend. I will also ignore the fact that PC software takes much more effort to write because it is not just written for one standard machine but must have options for up to four different types of graphics cards and three different sound outputs.

I also think I have the right to complain about all of this and would simply not consider selling my PC (which I only play games on anyway) to buy an ST or Amiga because it would make me look incredibly common.

P.S. Believe it or not I really am a PC owner! I don't possess particularly large amounts of money, but I bought a PC because it was the computer that suited my needs best. I am therefore willing to spend £2.70 every month on ZERO without continually whining on and on about how "hard done by" we are.
Ian Eveleigh, Grantham, Lincolnshire.

Irony('airənɪ)n., pl. ***-nies****. 1. the humorous or mildly sarcastic use of words to imply the opposite of what they normally mean.*
OED.

WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE.
Star Letter winners receive a ZERO T-shirt! All letters win a ZERO badge.

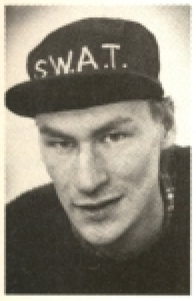


'NAM
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Vietnam was a costly disaster for the United States . . . .
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As President, you must balance your military objectives against public opinion back home. The decision to be a hawk or a dove is yours . . . .
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'Nam is the result of four years extensive research by Matthew Stibbe, the author of the highly acclaimed Imperium . . . .
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Iron Triangle
Tay Nin
Tan Son Nhut
Di An
Bien Hoa
Long Binh
Can Tho
Vinh
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Commit reserves
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ZERO reviews

CRITICS' CORNER

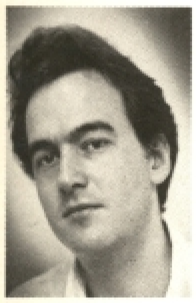
This month we decided it was high time to set our reviewers a real challenge. So we slapped them into solitary confinement in a high security prison. They had one month to escape and get back to the ZERO offices...



Tim Ponting: After four weeks Tim was still 'inside' so we decided to visit him to find out what had happened. "What went wrong Tim?" we asked. Well I got to work trying to communicate with the others and by tapping out a message on the pipes. "What S.O.S and that sort of thing?" Yes, at first. But then my neighbour tapped out the opening drum riff to *Honky Tonk Women*, and recognising a fellow rhythm king I responded with a neat triplet flam tap. "So did you plan an escape together?" Well, not exactly but we've formed a pretty mean band – our first gig's on Saturday. Do you want a ticket?



David Wilson: Still wearing an impressive false moustache David arrived in the office two and a half weeks after his incarceration. So how did he manage it? "Oh it wasn't much of a challenge. I simply used the odds and ends lying around my cell to construct a rather impressive hydraulic tunnelling machine. I think I can safely say it was a major piece of engineering hardware, complete with water coolant system, twelve speed gears and fully working cigarette lighter." And you used it to burrow out then?" Er, no but I flogged it to Euro Tunnel and used the money to buy this cunning disguise. Then I just walked out.



Lord Paul Lakin: Twirling his silver topped cane the ZERO aristocrat strolled confidently into the office only a day after the test began. So how did he get out so quickly? "Well I didn't even go in. You see the Prison Governor was an old friend of mine (we were up at the Varsity together) and he's also a keen vexilollogist. So I went straight to his office and discussed old times over a rather fine bottle of vintage Port. He expressed interest in my original artwork for the flag of Burundi. I expressed interest in the keys to the prison. It didn't take long to reach a gentleman's agreement.



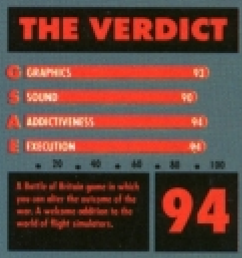
Jonathan Davies: Enigmatic man of mystery JD seemed unperturbed by the prospect of a brief sojourn at Her Majesty's pleasure. "Oh I think I'll quite enjoy prison," he said "It'll give me a chance to get away from people for a while." We explained to him that the idea was to escape. "Oh dear. Well couldn't we change the rules? How about a competition to see who could stay in their cell for the longest?" We refused and sent him off to prison. At the end of the month a rather tatty Maria Whittaker postcard arrived in the ZERO offices. "Having a great time. Decided to stay for another month (Or two). Yours JD."



David McCandless: More through luck than good judgement the world's most dangerous reviewer has never been inside a prison. However, he was confident of his ability to escape. "No prison's tough enough for me," he snarled. A month later he was still cell bound. "Not for much longer," he snarled when we visited him. "I've got my hand on a bit of the plastic stuff if you know wot I mean." We didn't but that night the whole prison and several surrounding streets were demolished by a massive explosion. Had Macca overdone it? Was this the end of the Al Capone of Computer Journalism? Only time will tell.

WHAT'S WHAT

We kindly refresh the parts of your body other mags cannot reach. Ah, that's the wonder of ZERO.



Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box with information telling you... er what's what in relation to price, format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.

review

FLAMES OF FREEDOM

When it comes to the opposite sex, *Lord Paul Lakin* has always been something of an ice maiden (hem). So we wrenched him away from MicroProse's *Midwinter* to see if the sequel, *Flames Of Freedom* could melt that aristocratic exterior.

ZERO HERO



Paul Lakin: Miss Arctic Circle 1990

As everyone, except Mrs Edith Stokes of Coventry, knows *Flames Of Freedom* is the sequel to the highly acclaimed and highly successful *Midwinter*. However there is a crucial difference between the two. Whereas *Midwinter* was cold, (winter you see, bit of a giveaway that) *Flames Of Freedom* is decidedly hot. All those of you who greeted its arrival by dusting off your skis, putting anti-freeze into your snow buggy and delousing the huskies have been wasting your time. This is not so much Midwinter as high summer. Since *Flames Of Freedom* ostensibly carries the story on from *Midwinter* and since there are presumably one or two people out there who haven't played the original and especially since I've just found the ´ key on my word processor, it might be a good idea for a quick resumé.

Time has moved on since we were last with our heroes. Luke Skywalker has discovered that he is a Jedi and that Darth Vader is his father. Worse still Princess Leia is his sister ("I suppose that means a snog's out of the question")... hang on, this isn't right. Wrong story. Back to the notebook.

Midwinter concerned the valiant efforts of Captain Stark and his freedom loving cronies to defend their beloved, if somewhat chilly, island against the unwelcome attention of General Masters. (Boo hisss.) *Flames Of Freedom* picks the story up 65 years later and there's some good news and some bad news. Which would you like first? Well the good news is that the evil General Masters has been soundly defeated. (Not when anyone from ZERO was playing he wasn't.) Now the bad news. The island of Midwinter is sinking beneath the rising seas. As bad news goes this is pretty heavy stuff.

However, the Midwinterians (hem) are famed for their tenacious courage. (They're also famed for their range of silk fashion accessories but that's not



Mine, mine all mine. Well, one day...

LIFE BENEATH THE WAVES

1. Somebody is abandoning ship.
2. This one represents your energy level. And to be perfectly frank, you're looking like a bit of a shandy.
3. This is a little map of where you are.
4. This is, erm, where you're going.
5. And this is what you're going to use when you get there.



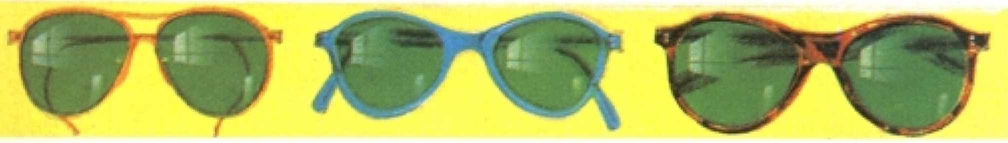
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strictly relevant here.) Before you can say "soggy sofas" they're down at the Estate Agents looking for a new home. Nestling in an archipelago of 42 islands off the West Coast of Africa the beautiful and dry island of Agora looks a likely domicile for waterlogged freedom fighters. However, there are problems. Not the usual: "Do you really think that we should take such a financial risk in these times of fiscal uncertainty?" sort of problems but more the: "Do you really think we should set up home so close to a large and violent Saharan Empire?"



With 41 other islands to keep an eye and some form of discipline on, there is hope that the Saharan Empire will overlook you for a while at least. Despite dropping subtle hints such as ringing up Saharan radio stations and requesting songs such as *Walk On By, Walk Away Renée* and *Down In The Tube Station At Midnight*, (not strictly relevant that but a good song all the same) the Empire can't be avoided for ever. Eventually they're going to launch an attack on Agora. Empires are like that, they can't resist a quick incursion. Still, at least you have time to prepare for this dreadful eventuality. Attack is the best form of defence, so it's time to act. "Tomorrow and tomorrow and tomorrow/Creeps on this petty pace..."



Why *do* people own beach huts?

No, not that sort of act. More usefully you could start bringing as many of the other islands as possible round to your way of thinking. This involves a bit of island hopping. Not in the "Crete, Corfu – darling this is the most romantic holiday of my life" sense but rather as a massive recruiting drive for your side. By completing a number of missions on an island you can free it of Empire forces. These new islands will act as a *cordon sanitaire* (i.e. canon fodder) to delay the Empire, sap its strength and ensure that when its forces arrive on Agora they are (hopefully) a pale shadow of their former selves. Then it's time to put the boot in – there's nothing like kicking a man when he's down.

WHAT'S THE NAME OF THE GAME?

There are two different approaches to *Flames Of Freedom*. (If you ignore the Bavarian Technique of wearing your lederhosen on your head, rubbing lard under your armpits and playing the game while emitting strange 'bleeping' noises.) On a campaign you'll be faced with a map of the archipelago to plan which islands you are going to rescue. The choice of islands is crucial. You must bear in mind not only their distance from Agora but also the connection of supply lines. As in *Othello* (or... ahem... *Centrefold Squares*) by seizing all the islands which an enemy island is connected to, you will free it without the necessity of an attack.

When you do need to force an island to be free it's not simply a matter of going in and blowing up anyone that you run up against, you've got to find your targets first. Before heading to an island, your boss (a mean, moody guy with a huge suit and wickedly narrow tie) gives you a few pointers such as what the mission is, who your contacts are and a little info about geography, equipment, early closing etc. Contacts will also pass on information to you – though if they're a little on the dishonest side they might decide to turn you in.

If you lack the patience, nerve or formatted disk to tackle a full campaign then you can always warm up with a "Raid"; an assault on one island in isolation. Different islands have different difficulty levels and the harder the island, the more missions will need completing. Raids have two uses. They are a means of spying out the lie of the land, providing you with useful information should you come across this island in a campaign. They're also as good a way as any of honing your skills. Skill is something you're going to need a lorry load of if you're not going to find yourself homeless again.

WHAT'S WHAT

TITLE	**Flames of Freedom**
PUBLISHER	**Rainbird/MicroProse**
PRICE	**ST & Amiga £29.99, PC £34.99**
FORMAT	**ST/Amiga &PC**
RELEASED	**ST March/Amiga May/PC June**

I GET AROUND

In *Midwinter* there were only a handful of modes of transport, skiing, cable car, snow buggy and the really-not-very-easy hang gliding. In *Flames Of Freedom* there are 18 vehicles and 22 modes of transport to choose from. This may sound a tad over the top but when you consider that *Midwinter* took place on one island while *Flames Of Freedom* takes place on 42 and the sea as well, it seems verging on the miserly.



As with *Midwinter*, vehicles have to be collected on your travels and very collectable they are too. Far more interesting than boring old postage stamps or back issues of *Your Artichoke*. There's everything the connoisseur of travel could ask for – from Bi-Planes and Zeppelins to submarines and James Bond style Powerpacks.



Those of you who grappled to stay airborne for more than four pico seconds with your *Midwinter* hang glider will be perturbed to learn that unpowered flight is no easier in *Flames Of Freedom*. The air is full of thermals which, when reached by balloon or airship, will play havoc with your navigation and probably your digestion too.



On the "Ooooh that's a lot easier" front there's an auto-pilot option. Instead of having to faff around for hours flying or driving to your destination, you can select where you want to go and let the computer take you there. This gets you out of time wasting but not danger since if anything interesting happens the computer dumps you straight back into manual control. For interesting don't read: "the appearance of a unique 18th century cottage nestling peacefully in the Wordsworthian landscape" but rather: "a fleet of helicopter gunships bearing down on you at an alarming rate of knots". Yikes!

KNOWING ME KNOWING YOU

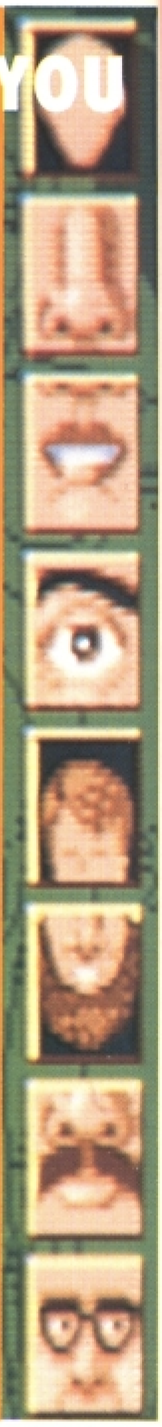


***Midwinter* vet, (that's veteran not veterinary surgeon) Captain John "Interesting" Stark has long since popped his clogs by the time action hots up in *Flames Of Freedom*. In his place stands *you!!* Yes, fame at last. The game lets you be yourself, or if that's too depressing a prospect, then be someone else. First you must choose your sex, (answers of "yes please" are not acceptable) then it's 'design a face' time. You can choose the size of your nose, shape of your face, hair style, beard (optional but rather fetching) and all the other requisites to make you something of a face about town. It's all rather like *Dr Who* really.**

Having chosen your face you've then got to choose your... er... attributes. These are divided into two sections. Your psychological make up includes such things as authority, reason, charm and sex appeal. On the physical side there are qualities such as reflexes, sturdiness and endurance.

You select your initial rating in each field but there's a pay-off between attributes. For example, raising your reflexes may reduce your stamina. The variety of combinations means a new character introduces a new perspective.





Paul: More often than not sequels are a bit of a disappointment, either because they've clung too closely to a game that was once great but is now a bit dated or because they bear no relation to their predecessor except in name. *Flames Of Freedom* has avoided both traps. Fans of *Midwinter* will recognise enough features from the original to keep them feeling all warm and cuddly inside. However the game has not stood still, it looks and plays a lot better than its classic predecessor. First lets look at the graphics. Mmm nice, aren't they? Still the familiar 3D fractals but a whole load better. A couple of examples: toddling around in your submarine you'll see... well, water obviously but the water is affected by the light. In the deep all is dark but look up and you'll see light shining off the surface. Now let's take a jaunt in a plane, (sorry if this is getting a bit like *The Holiday Programme*) look down at the beach. Isn't it lovely the way that the tide washes up the beach? Watch the way it falls back leaving streams and pools. Now try something a bit drastic, drop a bomb on the beach. Next time the tide comes in, the crater will fill with water forming a small pool. Has Microprose produced the first landscaping sim?

HASSLE FACTOR: 1
Minor disk swopping, nothing serious.

All this is very lovely but as The Space Ace Law Of Gameplay states "Great graphics do not a good game make". (That's the problem with these philosophers, no sense of grammar.) Fortunately Mike Singleton and crew have paid as much attention to the playability as the look. *Midwinter's* weaknesses have been tidied up. Instead of trying to control a whole team you concentrate on the central character. The complexity of this character's personality makes for much more interest and considerable variety between games. With 4000 characters to interact with, the loss of your minions (oo-er) doesn't significantly reduce *Flames Of Freedom's* strategy element; in fact it's considerably more strategic than its predecessor, with a greater variety of problems to tackle.

These problems range from the long term problem of which islands to assault to the more immediate choice of guile, bribery or good old fashioned sex appeal to get out of prison. (The guards all have different characters and will respond differently to different approaches.) Despite all this strategy the game is also choc-a-block with arcade action including bombing, dogfighting and good old fashioned shoot outs. The introduction of the auto-pilot option speeds up gameplay (though I prefer to stick with doing all the work myself). One change I'm not completely sure about is the introduction of people into the landscape. This has been done to avoid the *Midwinter* situation of having to drop out of 3D action and into 2D strategy every time you made contact with someone. The reasoning is good but 3D vector figures have never tickled my chuckle muscle.

As far as criticisms go, that's the best I can come up with. Sickening, isn't it? Microprose has produced a game that is bigger and more beautiful than *Midwinter*, but manages to be even more playable. A very, very hard act to follow.



Hurrah! We've beaten the Germans to the beach!

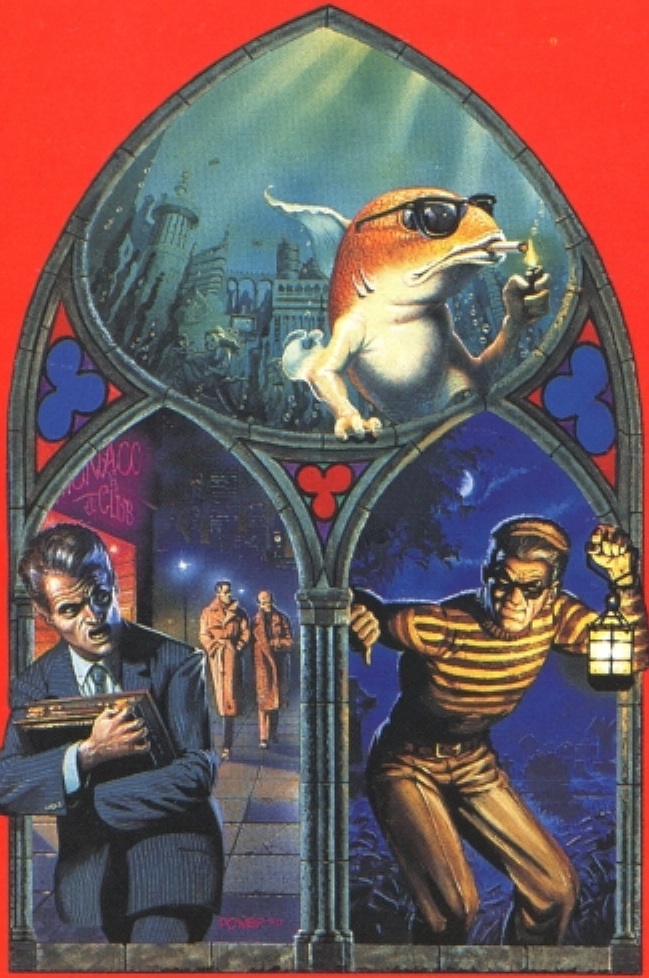
THE VERDICT

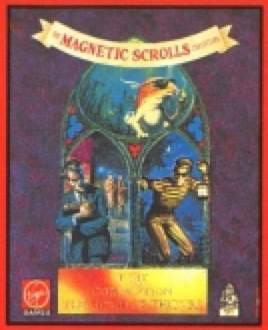
G	GRAPHICS	94
S	SOUND	78
A	ADDICTIVENESS	95
E	EXECUTION	95

• 20 • 40 • 60 • 80 • 100

An excellent blend of strategy and arcade action. Even better than its outstanding predecessor.

95





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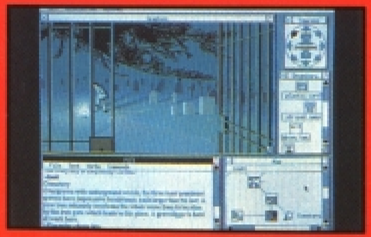
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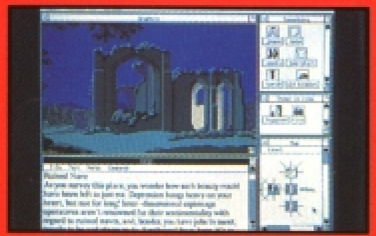
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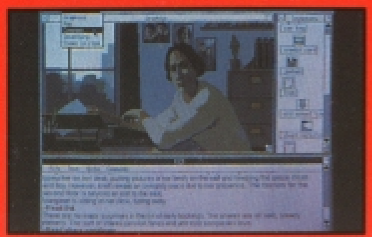
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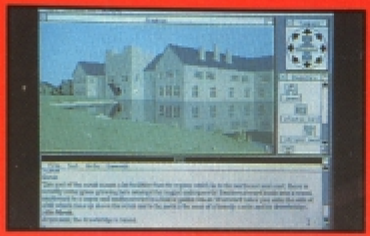
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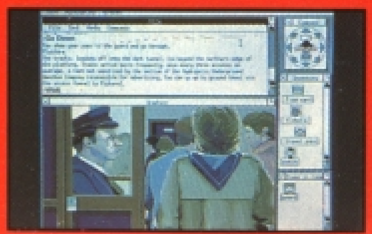












IBM PC VGA SCREEN SHOTS SHOWN

GAMES IMMACULATE CONCEPTS

review

NAM





**"If I die in a combat zone,
Box me up and ship me home,
Pin my medals on my chest,
Tell my mom I did my best."**
David 'I Love The Smell Of Marmite In The Morning' Wilson **hits the Ho Chi Minh trail with Domark's *'Nam.***

Sheet, I was still in Saigon... and so it seems is Domark whose politico-strategic simulation of the Vietnam war from 1965 to 1975 has arrived in the ZERO offices. Written by Mathew Stibbe (author of EA's *Imperium*) and coded with the help of the Kremlin's Colin Boswell and Miles Dennis, *'Nam* lets you play 10 years of conflict as President Johnson or as President 'Tricky Dicky' Nixon starting from his election in 1968.

Here you'll make significant political decisions including committing troops, calling up reserves and air support, in addition to all military decisions. For the former, you'll call up the help of advisers as well as accessing information on the war's progress, and statistics on losses and popularity ratings. Conversely, you can opt to play one of three actual scenarios – Khe Sanh, the Tet Offensive, or 1975, where you control only the military side of things.

AMIGA

David: *'Nam* immediately strikes you as a beautifully presented game – digitised pictures of Mr. President, his advisers and illustrations of troops and choppers spice up the decision screens, whilst a big colourful map of the whole of South Vietnam and bordering Laos and Cambodia, and further close-up maps of the four US tactical divisions of 'Nam (I to IV Corps) provide the 'board' for military manoeuvring.

The units of both forces are represented by square 'pieces' and a novel feature of the game is the way in which the 'piece' strength is reflected. As it suffers more and more losses, so the physical size of the unit decreases. Although a great deal of research has gone into accurately representing the actual units and numbers of troops involved, (does anyone know how many NVA and VC were involved? After the war it was reported that US statistics for casualties inflicted actually outnumbered the population of North Vietnam three times!) you won't actually get to see your opponents on the board unless they've been spotted by a 'friendly' village or by your troops (another aspect of warfare the computer handles better than a boardgame). The 'winning hearts and minds' aspect is translated into gaining these 'friendly' villages. You tell your units where to move by dragging a cursor line from the 'piece' to its destination and off they trot. Although the large scale makes it hard to appreciate, they do take terrain into consideration as they move – buy 'em helicopters and they'll be extra nippy. Once opposing units encounter each other, they'll fight. Here you lose all control as you sit back and watch the square pieces getting smaller – if it's yours, send reinforcements, if it's theirs 'you're laughing'. This in essence is the whole game.

Playing the military scenarios I found unsatisfactory – when a game is on such an ambitiously large scale, trying to re-enact a specific action means little combat input, no control over air strikes, etcetera. Still, maybe this is unfair, since *'Nam* never set out to be anything other than a strategy game. Also due to the scale, there have been some concessions to playability at the expense of realism. Viet Cong guerillas did not run around in large brigade size units and this was to some extent the secret of their success. Playing the whole war's political and military aspects with the large scale overview is where *'Nam* best succeeds. To this end, it's beautifully presented and easy to get to grips with. STOP

HASSLE FACTOR: 1
Norra lot, norra lot!



"Sir? I'm not sure about the 'Kill 'em all, let God sort 'em out' badge."

SOUND	85
ADDICTIVENESS	80
GRAPHICS	87
EXECUTION	88
OVERALL	88

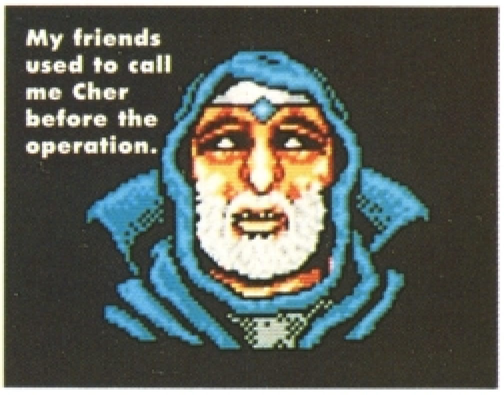
WHAT'S WHAT

TITLE	Nam
PUBLISHER	Domark
PRICE	ST & Amiga £29.99 PC £34.99
FORMAT	ST/Amiga/PC
RELEASED	Out now

review

BACK TO THE GOLD AGE

We sat *Jonathan Davies* down in front of UbiSoft's *Back To The Gold Age*. "But I don't even like Michael J. Fox," he grumbled. "You'd better get someone else to look at it." The clot.



My friends used to call me Cher before the operation.

If there's one thing the French pride themselves on (apart from being slightly weird, of course), it's their artistic bent. While the British are content merely to get the job done, near enough, a-lick-of-paint-and-you'd-never-know-the-difference, the French strive to turn even the simplest of tasks into a sensory pièce de résistance. Thus, when UbiSoft sat down to write the plot for its latest walk-around-killing-things game, it came up with a lengthy explanation which goes something like this:

The magical world of Euroland was once ruled by a supreme priest whose powers were derived from four Eders, as he was the only one able to withstand mentally, without harm to his psyche, the interference born from their union. Then, one day... oh flip.

Look, the thing is that you're a bloke called Zad who walks around killing people. You've got one Eder and you've got to collect the other three to get things back the way they were before it all went wrong. (Hence *Back To The Gold Age*.) You're initially armed with a sword, but collect enough money and you'll be able to buy a crossbow. Also available for collection/purchase are loads of extra energy, firepower, food and all the rest of it. There are magic spells too.

Er, what else? It's a flip-screen game in which you generally head towards the right but can move into and out of the screen to enter rooms; you can occasionally go up or down ladders and ropes and you can perform a range of jumps, ducks, blocks and sword thrusts.

Now why couldn't they have put it so succinctly?

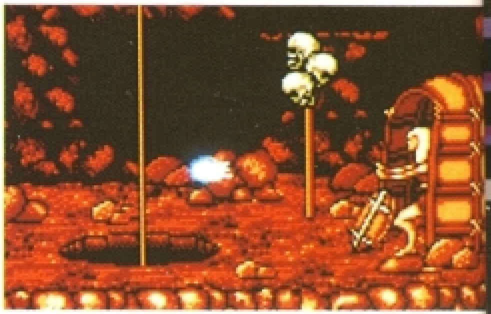


"Excuse me, can you tell me the way to the nearest crossbow emporium?"

HASSLE FACTOR: 1
Quite a few disk accesses, but the breaks are usually welcome.

WHAT'S WHAT

TITLE	Back To The Gold Age
PUBLISHER	Ubi Soft
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	March



Jonathan: Being a supposedly unenthusiastic sort of person at the best of times, the prospect of a game featuring a bloke who walks around killing things did little to lift my spirits. And when I found out it was French they reached the basement and kept on going. Luckily, however, (there had to be a dramatic change of tone in this paragraph somewhere, eh?), *Back To The Gold Age* is actually rather good.

At first the temptation is just to wander about hacking at people with your sword and exploring all the rooms that lead off from the main left-to-right route. The trouble with this approach is that pretty soon you get killed. And you keep getting killed. Disheartening or what? Eventually, perhaps on the advice of someone who's played this type of thing before, you check the instructions, discover that there's a crossbow available and buy one. They're brilliant. All of a sudden you find you can take out archers (who were previously very tricky to kill) just by firing a bolt at them from the other side of the screen. In fact you can now blow away baddies by the thousand and collect piles of goodies. There's plenty more to play with as well, like bombs which can be dropped in the path of the enemy to slow them down (well, completely decimate them actually). And if you probe into the thing you'll find that it's really more of a role player than a walk-around-killing-things game.



The graphics are hardly going to win this year's Nobel Prize for Animation but they're clear and colourful, so it's always obvious what's going on even when the screen's fairly packed. The control system is pretty easy to fathom too – there are function key shortcuts to most of the 'auxiliary' commands if you can't be bothered to go through the icons and things. So it's a very straightforward sort of a game. You'll have no problems getting into it, and you'll be able to dispatch hundreds of baddies before you need to start worrying about spooky magic spells and other such complexities.

Well, I enjoyed myself anyway. *BTTGA* is about as un-innovative a game as it's possible to get, but it's great fun all the same (especially when you get that crossbow). STOP

GRAPHICS	86	ADDICTIVENESS	79
SOUND	65	EXECUTION	83

OVERALL 84

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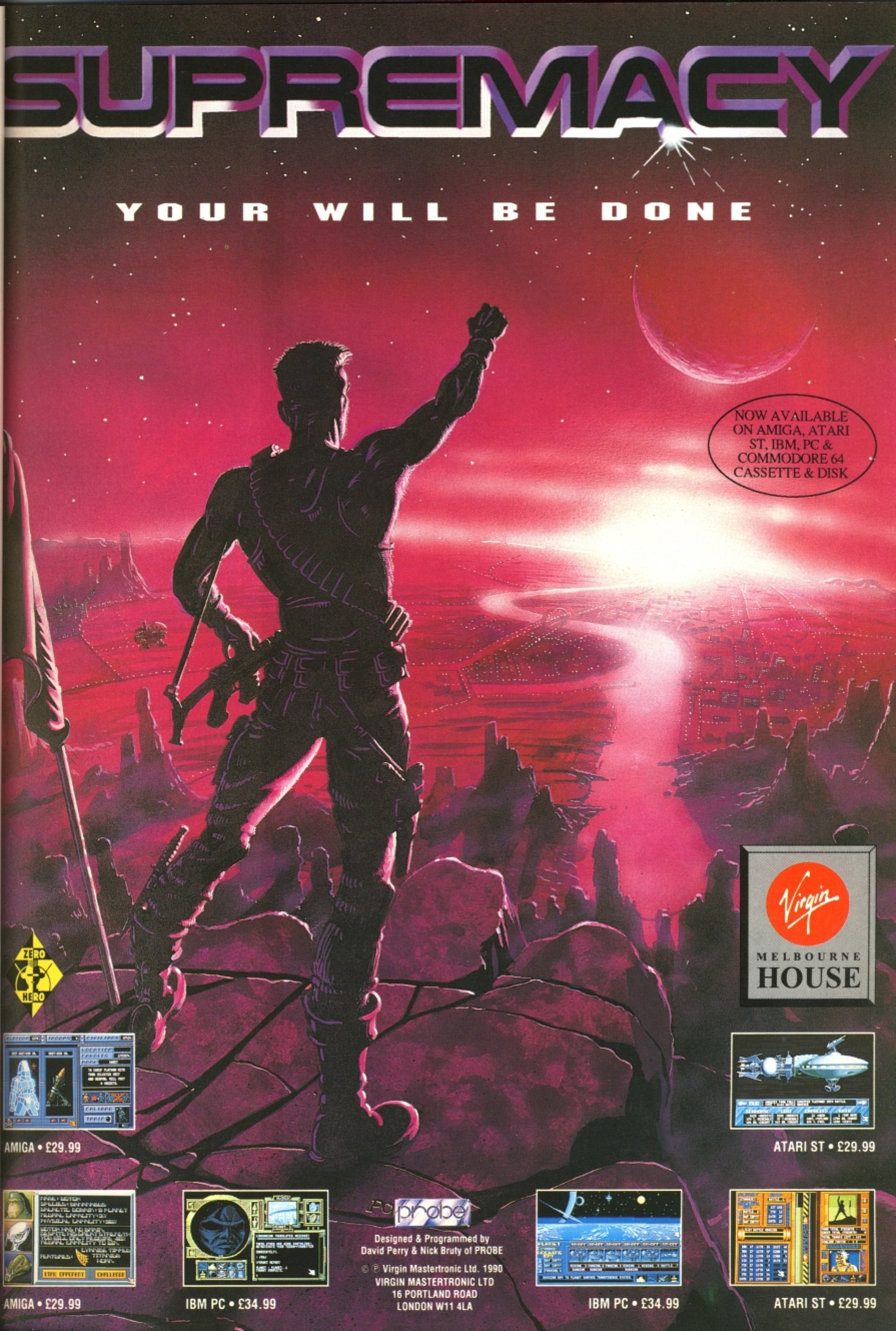
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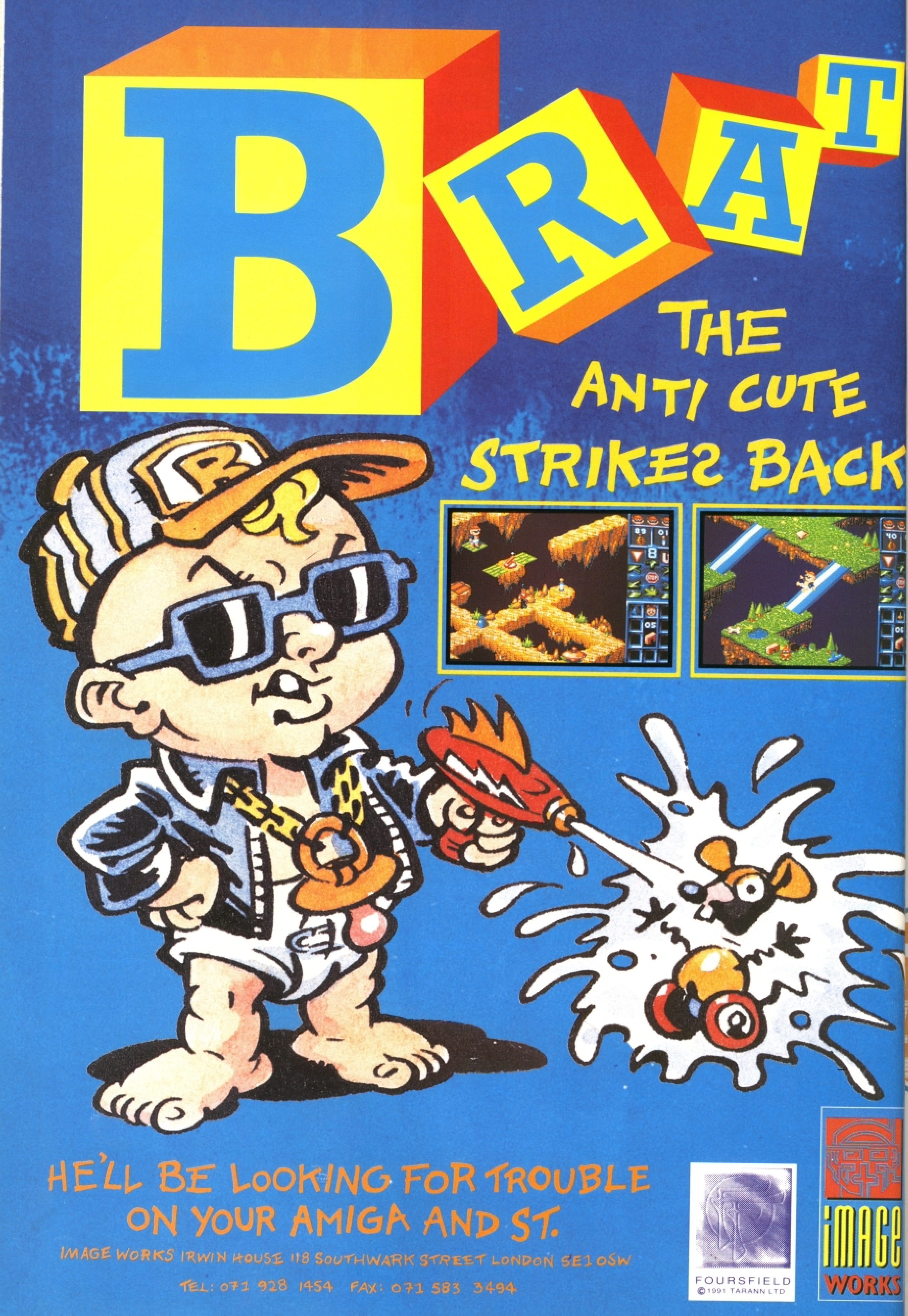
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OVERALL
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BRAT
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Man on staple diet of curried baked beans + naked flame = recipe for disaster!

EXILE

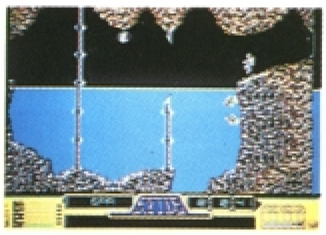
Exiled to outer space? Well, at least you'd be able to avoid paying your poll tax. *David Wilson* was banished to Outer Harrow to visit Audiogenic and look at their latest title.

As Activision's hot air baloon is sadly sinking, the survivors in the basket are rapidly bunging things out in a last attempt to bring back buoyancy. Some of the ballast thrown to the wind so far has included Glyn Williams' *Fokker* – the exciting First World War dogfighting game exclusively previewed in our August ish, a snooker game by Archer Maclean, a game called *Driftlands* and another called *Exile*.

A sorry state of affairs, but don't despair. Most of these titles will still see the light of day if they're picked up by other publishers – Archer Maclean's game, now entitled *147 Snooker* will be appearing through Virgin; *Exile* is to be published by Audiogenic.

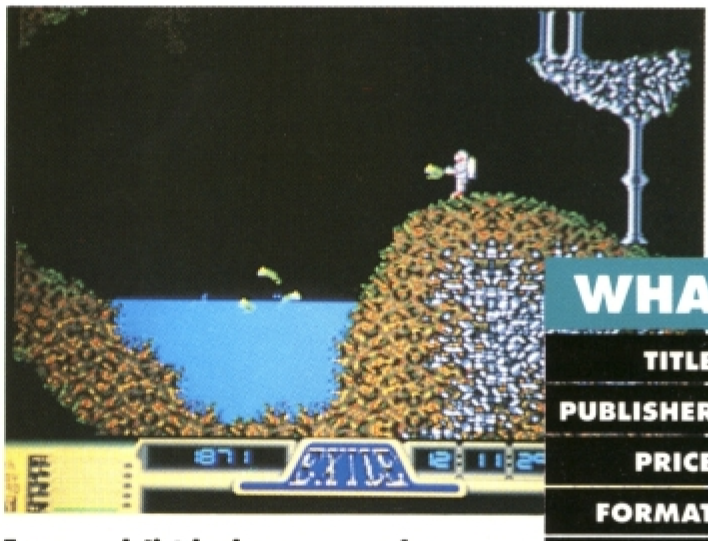
As *Exile* opens, you've answered a distress call from a colony ship on a distant planet. You descend to investigate, but faster than you could say "Roberto es tu tío" ("Bob's your uncle" in Spanish) an evil professor beams into your cockpit and whips your 'destinator' – the bit that guides your spaceship! Worra bast! So now you have two objectives – to explore the planet to find the surviving colonists and also to find the missing component to get yourself back into orbit. Externally the planet is a mite unfriendly with meoterites crashing down and vicious gusting winds – not a good place to park your spaceship.

The game is being programmed by Peter Irvin and Jeremy Smith, and as you'd expect from the authors of the classic *Thrust*, *Exile* is soundly based in the realms of scientific logic. Whilst the planet exerts a gravitational pull, the whole piece is pervaded by a realistic feeling of weightlessness. As you thrust about using your jet pack you'll find you can only stop by turning and thrusting in the opposite direction. This is due to the absence of friction. Each object/creature has its own mass and inertia, and this affects your interaction with these doophas accordingly. Pick up a heavy object and with your combined weights you'll have probs leaving terra firma. Much of the puzzling entailed in progressing through *Exile* is also of a rather logical nature. It's refreshing to find that instead of just blasting things you also get to use most objects including weaponry as 'tools' to further your ends. Well, okay you do get to blast things with each of the four different kinds of gun you can find, but you can also box clever. If you find yourself fighting tough mutha robots and your weapon proves a bit crap, you can push them over edges or woo them into a teleporting device(!)



Apart from aforementioned robots, mad prof and surviving colonists, the planet is also populated with a fairly weird collection of creatures which, with the exception of being a tad mutated, wouldn't be too out of place on Earth. There's a bird at the start that is more of a hinderance than a threat but which insists on er... 'performing' on you. ("Well, at least it's lucky", runs the text in the message window). You'll also find little monkey things, frogs, piranhas, and a cutesy (but useful) creature called 'Fluffy'. Many of these beasties can also be of use in helping you solve puzzles.

Er... and that's about it, really. If you're wondering why the screenshots look a tad weak, this is because they're working graphics coded by the programmer rather than a graphic artist. The finished game will look radically more flash with graphics being created by Herman Cerano – the geezer who did the business for Rainbird's *Weird Dreams*. STOP



Eau neau! Jist look – zees pond ees full of frogs.

WHAT'S WHAT

TITLE	Exile
PUBLISHER	Audiogenic
PRICE	£24.99/£24.99/tba
FORMAT	ST/Amiga/PC
RELEASED	April

UNDER WRAPS

BRAT

When *Jonathan Davies* was invited along to Mirrorsoft to watch them 'making babies', he wasn't sure what to think. Eventually his curiosity got the better of him, so he did his trousers up extra tightly and went to have a look at *Brat*.

Babies – they haven't got a lot going for them, have they? Not only are they overwhelmingly loud and smelly, they're also completely useless. They just lie there, staring at the ceiling and producing large quantities of yucky stuff from one end or the other. Or both. But they never really eat much, do they? You'd think that as they emitted all this stuff they'd gradually get smaller and smaller until they disappeared. But they don't. They get bigger and bigger and smellier and smellier.

Anyway, Cinemaware/Mirrorsoft has set out to present a more positive image of babies in *Brat* – to start off with, anyway. The opening animation sequence, which is very impressive, shows an angelic baby sitting in his nursery. His mummy pops in to see him and pats him lovingly on the head. He gives her a big smile and gurgles. (The sort of thing that gives babies a good name.) But the moment mummy leaves the room, the baby jumps to his feet, pulls on his leather jacket and shades and yells "Let's party!" (or words to that effect). That's where the game starts.



He may bear an uncanny resemblance to an Athena postcard, but Brat is every bit as tough as he looks...

TRANSMOGRIFICATION

That's the name of the game. (*No it isn't. Ed.*) Brat begins existence as sweetie Nathan, then mutates into this fearsome leather-clad, cutsie dude. These top secret blueprints show the intro cartoon in its incipient stages...



ICO

(WHAT THE A



JUST WHAT IS 'FOURSFIELD'?



It's the company that wrote the game, silly.

YES, BUT, ERM...

Oh, I see. Well, they're a Wiltshire-based bunch headed by a nice chap called Stefan. They've been around in one form or another since about 1985, but Stefan (who was in a bit of a bad mood when I phoned up) was a little cagey about their previous products.

"We don't want to blow our own trumpet," he explained unconvincingly. "Mirrorsoft are the real heros. They've given us a lot of support – behind us all the way, they've been. Marvellous people."

I gather you've been working on *Brat* for quite a while now.

"We certainly have. Since last July, in fact. A lot of that time's been spent

ONS:

THE E ALL ABOUT)



To get Brat to 'do his thang' you'll need to drop various icons in his path...

1 LITTLE GREEN ARROW There are eight of these. When Brat walks over them he'll head off in the appropriate direction.

2 EXCLAMATION MARK If the scrolling starts getting a bit ahead of you, drop one of these and it'll stop for a few seconds allowing you to catch up.

3 BENDY ARROW THING This makes the scrolling run in the opposite direction, in case you need to double back.

4 STOP SIGN Makes Brat stop (obviously) and await further instructions.

5 MINUS SIGN If you drop an icon and then change your mind, use this to get rid of it.

6 BRIDGE THING Use these for building bridges over gaps.

7 EMPTY BLACK SQUARES Fill these spaces with objects as you collect them.

8 BAG OF MONEY Not really an icon, to tell the truth. When it gets to 0 you won't be able to drop any more, though. And then you're scuppered.

9 MILK BOTTLE If you've got one of these, click on it if Brat dies and he'll start where he left off, instead of the beginning of the stage.

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tweaking it, and we're dead chuffed with the results. It's easily the best thing we've ever done. And it's actually the first game we've written for Mirrorsoft. (Marvellous people, by the way.)" Ta, Stefan.



ORIGINAL VIBE, MAN



Right, time to do a bit of explaining. The first thing to make clear is that *Brat* is more or less a completely original 'concept'. You won't have played anything like it before). It's all based around a series of mazes which scroll slowly up the screen while you try to guide Brat through them. (By the way, his real name is Nathan but Alison, the nice lady at Mirrorsoft, didn't seem too keen on it so we'll stick to Brat.) Er... oh yes. The way this is done is quite novel. Brat walks obliviously in a straight line, and would happily walk off the edge of the maze if you let him. To control him, you drop little green arrows in his path, which he'll follow when he reaches them.



The space bit. Things really start hotting up here, with seriously cunning puzzles to solve. That little red laser gun looks quite handy, eh, chaps?

But you may need to clear the way a bit first. Along the way, Brat collects objects (if you point him in the right direction), and these can come in handy if you drop them in the right places. Most of them can be paired up with specific hazards (e.g. a stick of dynamite will blow away a rock that's blocking the way), while others are just generally useful – like the milk bottle which can be used to take Brat back to where he last died in the event of an accident, rather than the start of the level.

While we're on the subject of levels, the statistics are quite impressive: 12 levels, with three stages each (apart from the first 'starter' level which only has two) making up a total of about 250 screens altogether once you take the scrolling into account. These start off close to home, first around town and then through the park (with slides, roundabout and scenic, um, scenery), and end up getting a bit weird in outer space. And between each level there are bits of animation.

The programmers are aiming to strike the perfect balance between arcade action and puzzle-solving, and I reckon they've got it just about right. *Brat* starts off gently, giving you a chance to get to grips with the icon-dropping control system before gradually starting to introduce little puzzles and things. It's a constant race against time, though, as the scrolling will eventually catch up with you if you hang about.

So if I've read the tea-leaves correctly we've got a bit of a stonker to look forward to. Let's just hope so, eh?

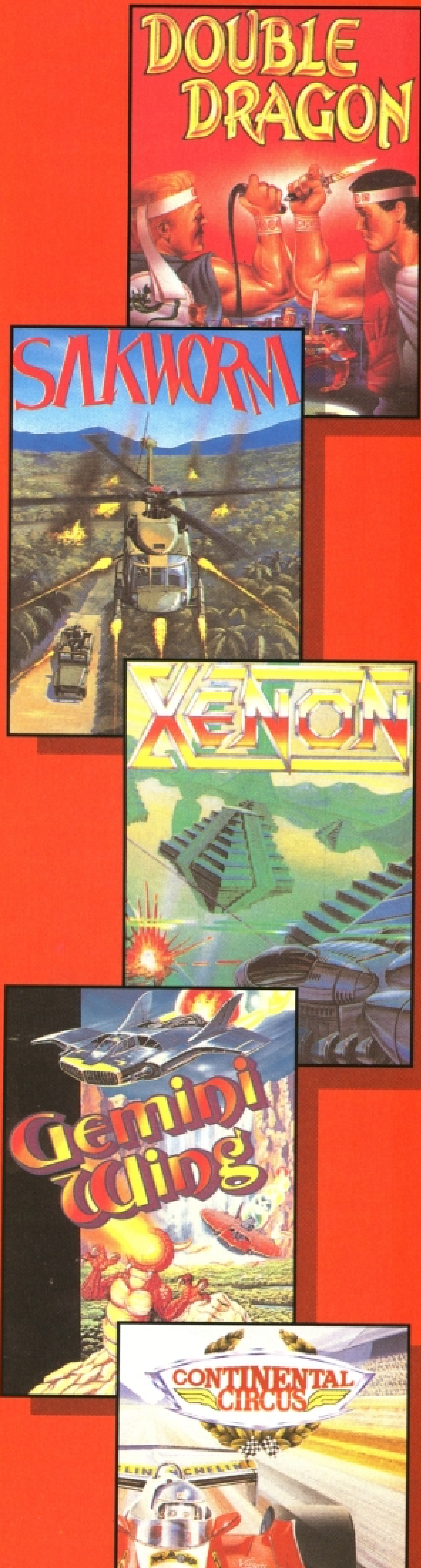
WHAT'S WHAT

TITLE	Brat
PUBLISHER	Mirrorsoft
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	April



This is the 'town' bit (appearances can be deceptive). Check out the bridge that's been built over that ravine, and the ostrich-type thing whose neck head goes up and down so it's a bit tricky to get past.

STOP



safe.



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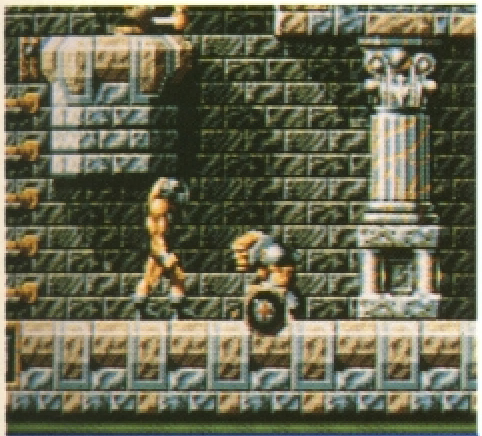
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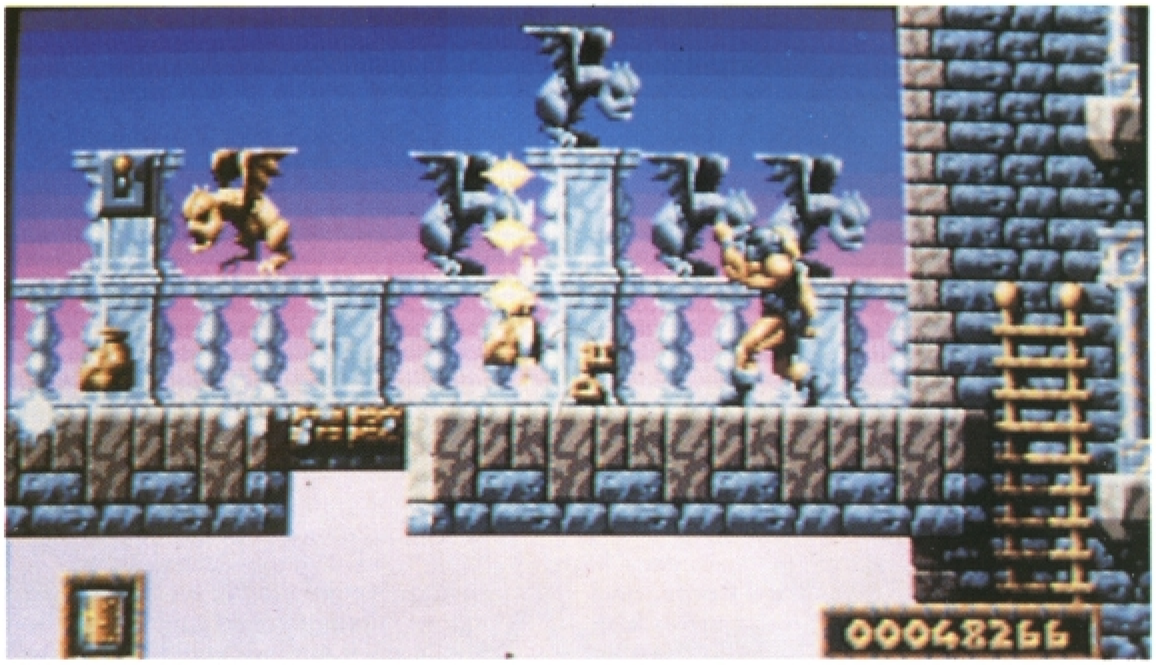
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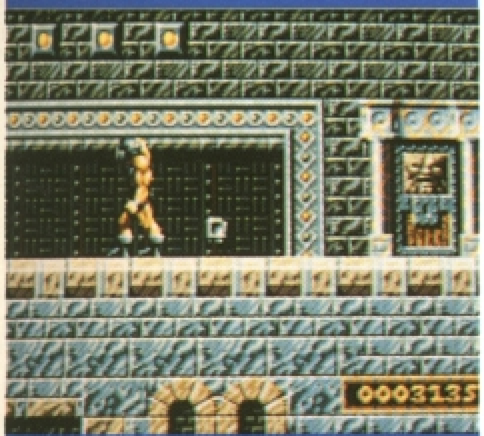
GODS

ZERO HERO



"Hello, little squat goblin thing. Hand me that bonus or be incinerated rather rapidly." This squat, little gubbing is the thief. His tea-leaving fingers are always out to grab jewels and bonuses, but sometimes he's useful for getting those hard-to-reach objects.





This is the Babylonian version of *The Krypton Factor*. The key is half way up the wall on a platform. There are three lights on the wall. You have to rove the level and find three jewels and place them, in order, on the floor. Each gem makes the key move a little further down until it's obtainable. Except which order do you put the bijous in? (Spook.)

WHAT'S WHAT

TITLE	Gods
PUBLISHER	Bitmaps/Renegade
PRICE	£24.99
FORMAT	ST & Amiga
RELEASED	Out now

We hate the Bitmaps! We hate the Bitmaps! We hate the... we hate the... *(Long pause while David McCandless plays their latest game.)* We, er... we... love... we love the Bitmaps!

If I was an obsequious dork I could point out an 'ironic' little connection between the title of the game *Gods* and the deiform qualities of its authors. But as you all know, I hate the Bitmaps. I hated *Xenon II (Er... Ed.)* and I loathed *Speedball 2 (Er, I'm not sure... Ed.)* and now I'm going to despise their latest platform adventure. *(Are you positive about this? Ed.)* I don't care if you play a brawny gladiator, slicing and dicing his way through four worlds of eight-directional scrolling. And I don't give a toss if there's oodles of treasure, weapons, potions and crystals for teleportation. (I do really – I'm being 'ironic'.)

Teleporting – now there's a dicey old business. You'll never know where you'll end up. One jewel might teleport you to paradise, while another could transport you right into the centre of hell where Beelzebub and all the lads have brought in a sand blaster, a barge-pole and some Angel Delight to celebrate winning the rugby match.

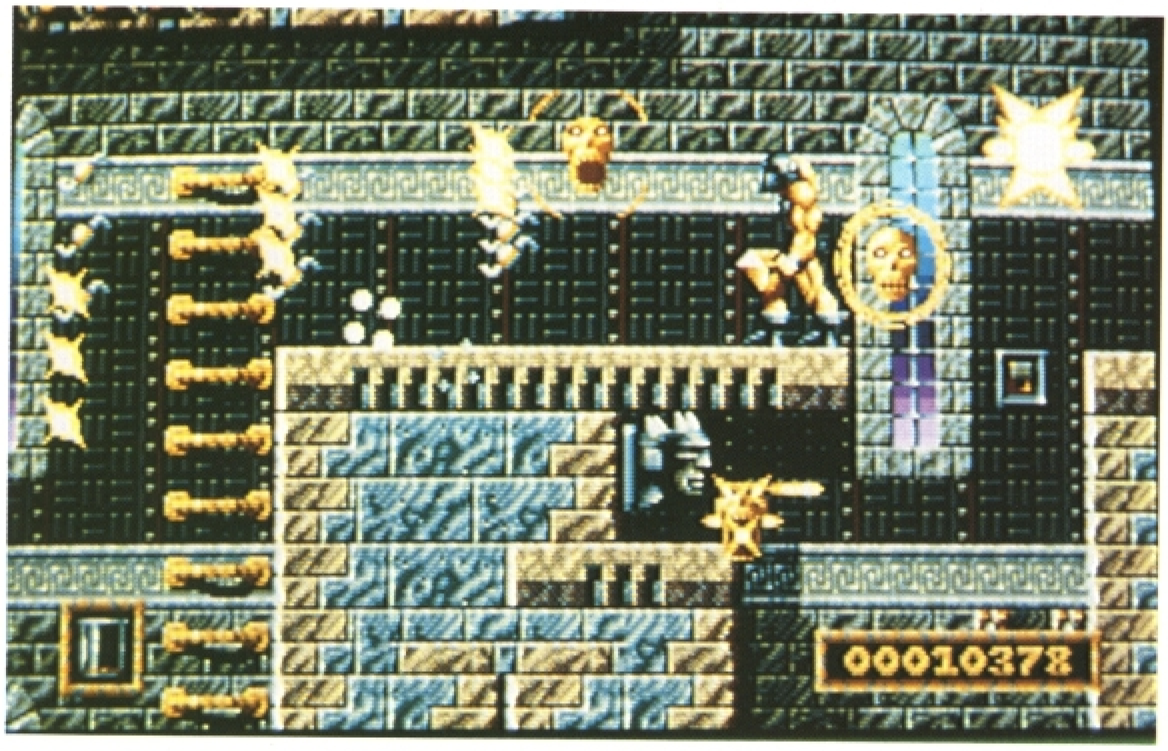
In between worlds is The Shop. It works just like the alien emporium in *Xenon II*: one click for a description of the object, two to buy the thing, three to be annoying, four to have microswitch problems. Tempting your wallet are such things as fireballs, spears, shuriken, knives and daggers, as well as potions which power-up your weapons and also do suicidal things like attract monsters.

Now, the creatures in *Gods* are the kind you don't want to attract – with the sort of skin that reminds you of an



endoscopic view of someone's oesophagus. They've either got arms or they haven't. And if they've got arms, they don't have elbows. And if they possess elbows, then their necks somehow disappear.

The worst thing then is that they're intelligent. One type of flying horror can actually avoid your shots, examine your firing technique, and then find a safe place to attack from. Another nasty has a map of the level in his head and can work out the quickest route to you. The end of level beasties, too, get cleverer as time goes on. The first, a giant centurion, just strides back and forth, but by the end of the second level, the mutha, a dragon, flaps about and actually gobs fire at you. The cheek.



Macca: **Gods isn't one of your mortal arcade games. It's part of a much bigger scheme. It has a much-touted 'learning process'. It teaches you things. For instance, you learn not to walk into mantraps, not to fall from very high places onto very hard floors, and not to let the bulbous nasties kick your butt. But aside from these very elementary 'GCSE' skills, there are your complex 'A' level type questions:**



1 **"'The echelons are strewneth with secretive bonuses' (Eric Bitmap). Discuss how this statement contributes to the game as a whole."** The levels are huge and sprawl in all sorts of arcane directions. But here and there is the odd nook or cranny (which requires a little skill and revision to locate) where you might find an extra weapon or potion. These sort of events are staged to react to the gameplay. So, for instance, if you complete a section of the level in double extra-quick ninja time, you'll be rewarded with a big fat of bonus. Similarly, if you experiment with the levers, you'll find doors of the dungeon opening up to you like, er, a lot like doors. Also, the more you play it, the more you become savvy to its nuances and the more you discover extra added bits and hidden doobries.

2 **"Compare and contrast this game with others of its type with the emphasis on graphics and playability."** Well, *Gods* certainly won't win the industry's Most Original Concept In The Universe award but, there again, it might scoop the Tired Old Format Cleverly Revitalised prize. For that is what it is. Platforms and ladders and dungeons and levers were around before bright spark Samson gave Delilah a pair of scissors for Christmas. But now Les Frères de Bitmap (as they're probably known in France) have injected a bit of spice into the genre.

Gods reminds you instantly of *Black Tiger*. You know, exploding nasties leaving tokens, massive weapons, magic potions, a-jumping and a-climbing. Then graphically it reminds you of the *Killing Game Show* (which was a bit of a crib of the Bitmaps style anyway) with all the two-armed nasties and similar scrolly scenery. Then suddenly it might strike you as smacking slightly of *Rainbow Islands*, especially when you hear the 'ding' when you collect bonuses – and that's the point. Just as *Xenon II* was a compilation of the best features from the shoot 'em up genre, *Gods* is all the fab platform arcade adventures squished into one.

Also, like *Xenon II*, *(You always did like that game. Ed.)* everything is placed to make it more playable. Each level has a password, you don't lose your weapons when you die, and a clever 'monitoring' system decides how well you're doing and cunningly shandifies or alcoholises the game accordingly.

3 **"'I want to slag off the Bitmaps' (D. MACCA). Comment on the irony in this statement."** It hasn't happened has it? Will it ever? One day, will I be able to start a review with "This Bitmaps' game is a hulking pile of steaming jobjobs"? Alas, *Gods* is good, very good. Fast, action based, well graphicked, cleverly designed, puzzle ridden, slickly programmed, brilliantly musicked by Nation 12, addictive, compulsive, fun, warm, cuddly, lovely – oh *God*. Another ZERO Hero for the Bitmap boys. But beware, Bitmaps – that hulking pile of jobjobs is still waiting in the wings. One day. One day...



One of the power-ups is the parrot-familiar. It mosies around firing a proportion of your weapons, taking out nasties with crass pirate clichés like "Pieces of eight", "Yo-ho me hearties" and "Pass that rum then oil me down, me shipmates".



Outside the city are all the usual parapets and towers as well as a unhealthy profusion of gargoyles. No matter, my tumbleweed weaponry is more than adequate for the 'wupping' of their collective butts.



This lily-livered schlumbag of a centurion is to be found drinking shandy at the end of Level One.

THE VERDICT

G	GRAPHICS	87
S	SOUND	87
A	ADDICTIVENESS	90
E	EXECUTION	89

• 20 • 40 • 60 • 80 • 100

Another brilliant Bitmaps game. Godamnit.

90


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review

RED BARON

"Lawks-a-lordy, Padre – Stunt Merchant fired up the old Tripe-hound, bounced Alley-Man in his Sardine Can and flamed the damned Boche sooner than you could say 'Richthoffen's Jagdgeschwader pilots arrange petunias during their grounded hours!' Crate shot to bits by Morning and Evening Hate of course, but limbs are a luxury, eh what?!! Good show, bagging the Hun, Empire lives on and all that!" *Tim Ponting* spends far too long for his own good reading the glossary of *Red Baron*...



Derek's the name, dogfighting's the game, and this is my, um, rather 'wizard crate'. I've a spiffing idea: lets go for a spin.

ZERO HERO

Once upon a time, many, many years ago – well, um, in 1914 actually – someone thought, "Blimey, if I stick a couple of machine guns on one of these new-fangled aeroplane things, start a World War, persuade loads of very young and fragile men to fly round in circles missing each other and trademark the term 'dogfight', I can invent a computer game in 1991 and make an absolute mint out of it!" And, do you know what, he was right!

First off, there was the dubious but intensely addictive *Wings* from Cinemaware. Dripping with atmosphere, constipated by disk-swopping, several ZERO journalists came close to the sack by playing it endlessly. *(Yes. Publisher.)* Then the brilliant *Knights Of The Sky* breezed in from MicroProse, featuring everything *Wings* missed out on (i.e. non-stop dog-fighting) – except for all those annoying quirks like how come one bullet was all it took to dispatch a Hun to his maker and why did missions take an entire weekend to plough through, then you got shot down just before the end anyway? And *Blue Max*, Mindscape's crate simulator with its split screen action and odd tactical options failed to live up to expectations. And now there's *Red Baron* from American sim merchant Dynamix (the company who produced the interesting *A-10 Tank Killer* on PC and its less than enticing Amiga counterpart). Yawn? Bandwagon? Nope, bulls-eye, actually.

WHAT'S WHAT

TITLE	Red Baron
PUBLISHER	Dynamix/Sierra
PRICE	£39.99
FORMAT	PC
RELEASED	Out now

FURIOUS

Okay, so there's no section simulating a game of 'arrers' in the officer's mess. But you can paint your Fokker Eindecker pink by the time you're skill enough to fly a personalised plane, and that's enough for me. But will it be 'fine and dandy' for you? Let's take four players and put them in the ZERO reviewers' box on full power.

ALGY SHANDY

"I say chaps, none of this heavy simulation stuff for me. No, I want to be able to sit down, switch on, pick a quick fight with Le Diable Rouge (French for 'Red Baron', you know) and get shot down almost immediately!"

Er... yes, just choose 'Dogfight A Famous Ace' and you'll be dead, oooh,



Tim: *Red Baron* is dead easy to review. Shut your eyes for a minute... and imagine everything you'd like to see in a WW1 aerial simulation. Stunning 256 colour VGA graphics (if you're well tooled), a full VCR-style mission recorder á la *Indy 500* that will allow you to 'direct' replays and save to disk entire sorties, more options than you're ever likely to understand – coupled with an instantly accessible "dive in and dogfight" front end – immaculate cinematic presentation with both game and package capturing the atmosphere of the era... *Red Baron* is, well, 'gobsmacking' basically. After 22 hours of 'flying time', I still can't find any other criticism apart from the fact that there's no rewind option on the mission VCR. Honest.

Red Baron is a true representative of the 'all things to all men' school of game design. It's as technical a simulator as you make it; you can recreate historic missions of 1918 but at the same time assign a squadron of Allied Sopwith Snipes to Richthoffen's Circus. Attention to detail is breath-taking: for example, the sky gets darker when you fly under clouds, and when you're inside them your visibility is almost nil! The vector shapes are completely "blimey!" (particularly when you're editing a dogfighting mission on the Video Recorder) and chug along at a cracking rate. Not only that, but the detail is fully adjustable both for ground and planes, and you can even set it so that all the landmarks turn off while you're in a dogfight but come back afterwards when you're trying to locate your position. Brilliant explosions... erm... a superb flight stick 'realism'... um...

This is getting boring really. So if you own a PC with VGA graphics and a 286 processor or above, buy *Red Baron* or you're a complete dork. It's one of the finest games ZERO has ever stumbled over. And that applies to people who hate flight sims too.

THE VERDICT

G	GRAPHICS	95
S	SOUND	89
A	ADDICTIVENESS	93
E	EXECUTION	95

Unmissable dogfighting action for all, from sim trainspotters to arcade fans.

95

FLIGHTS OF FANCY

within a minute if you're crap enough! (And you won't have to spend an hour flying to meet the Hun either.)

BERTIE BIGGER

"I like certain missions – like shooting barrage balloons, great fun, reminds me of childhood days behind the girls' school bike sheds... um, well anyhow, I like simulations but only when they go so far, you know?"

Never fear, Bertie, pick 'Fly Single Mission' and you can set everything up to reflect your preferences.

SIMON SIMULATION

"I want to be able to take a pilot from the beginning of the war to Armistice Day and score millions of kills. I want to be able to, ahem, 'cheat' when I get killed after 70 of them. I want to put Richthoffen in a Camel and play Biggles in a Fokker Triplane. I want to have complete control over all aspects of the graphic detail – oh, and everything else anyone cleverer than me can think of."

It's simple, Simon.

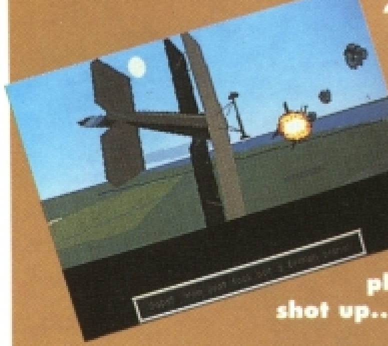
HERBERT TRAINSPOTTER

"Does it feature carburettor freezes in the Winter months at high altitude?"

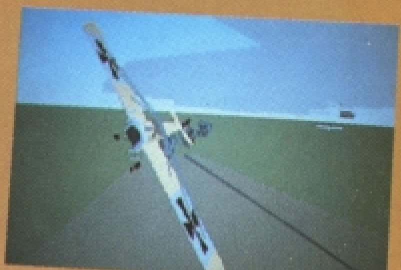
Yes, Herbs. And if you fly a Camel at the hardest realism level, the torque from the rotary engine makes you prone to right-hand spin-outs. Satisfied?

THE BARRON KNIGHTS
(They're extremely well red)

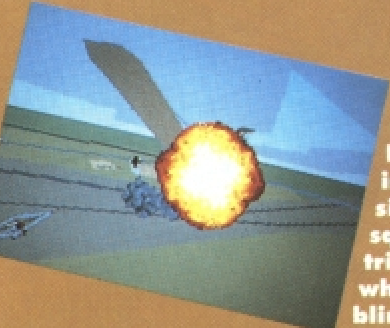
"Long ago, outside a chip-shop in Walthamstow, stood a young rocker called Greasy Joe, put on his helmet and said let's go." The Seventies style gurus from Leighton Buzzard take a trip to the flying circus...



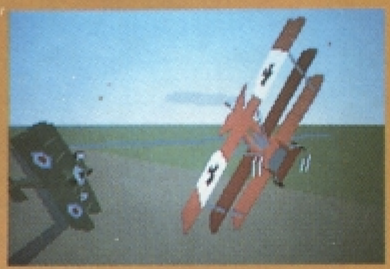
"Hello pop pickers! We're here to perform our latest aerial number, 'Dogfighting With Derek'. Derek's the one in front of me in the plane that I've just shot up... ooops!



"This Eindecker has a dodgy exhaust: maybe if I 'signal' him with a bit of 'tracer' fire, he'll pull over at the next QuickFit and sort it out!"



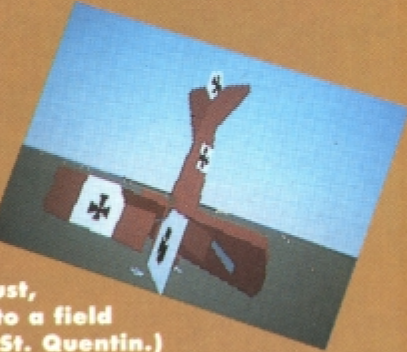
"Cripes! How was I to know he was pulling into the out-side lane as I squeezed the trigger? Now where's that blimmin' circus?"



"Brilliant! We've arrived at the circus! Now let's see if I can do the conga with the Red Baron... um, he's twisting and turning a bit..."



"Oh no! We must have been playing musical chairs or something! My wings have gone all wibbly and there's a rather huge ball of flame investigating my centre parting!"



(The Red Baron captured on camera attempting to park his Triplane in a fit of disgust, nose first into a field just outside St. Quentin.)



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COLDITZ

Show *Paul Lakin* a tube of Smarties and a bent hairpin and he'll show you a fully operational glider complete with in-flight movie and Singapore girl. Who better then to try to find his way out of DMS's *Colditz*?



Do you remember *Colditz* on telly? Surely no one can forget the episode where the man pretended to be mad (largely through the cunning ploy of dribbling his porridge) to get himself released from Colditz. Hurrah! One in the eye for old Fritz. Then of course it turned out he really had gone mad. Oh how we wept and how we made sure that we only ate our porridge in easy to manage portions. For a few years events in Oflag IVC dominated television like Ramsey Street does today.

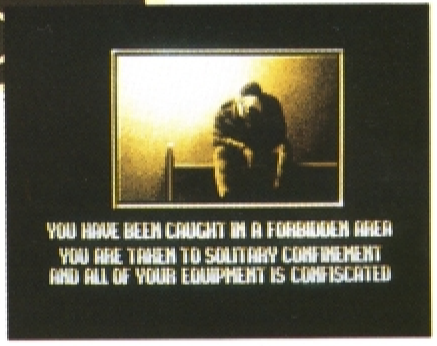
Then along came the board game which enlivened many a Christmas or rainy Sunday with frenzied arguments about whose turn it was to be the Germans. Fortunately, things have changed since the board game has become a computer game – the cry goes up "At last no arguments about who has to be the Germans." In fact there need be no arguments about anything since the game is, to all intents and purposes, for one player. (Though since you can flick between four prisoners it would be possible – if a little laborious – to play it as a four player game.)



Yikes! This could be the stairway to heaven – or hell.

The object of the game is to get all four prisoners out of the castle successfully (no surprises there then) with the right equipment to see them over the border. Equipment for both the escape and the border crossing can be found lying around the castle. However, it must be picked up without running into the prowling guards. Once spotted somewhere you shouldn't be, such as the courtyard or Eva Braun's shower (oo-er), the call goes up for your arrest. Trying to avoid arrest might well buy you a few crucial minutes extra freedom but it might also get you a rather vicious bullet in the back.

All the stern stuff of prison life is here. Tunnels in the chapel, keys in the stairwell and roll calls at the most inconvenient times imaginable. In fact the only things that are missing are the theme music and an "eat porridge" option.



WHAT'S WHAT

TITLE	Colditz
PUBLISHER	Digital Magic Software
PRICE	£29.99
FORMAT	Amiga/ST/PC
RELEASED	Out Now/April/T.B.A

AMIGA

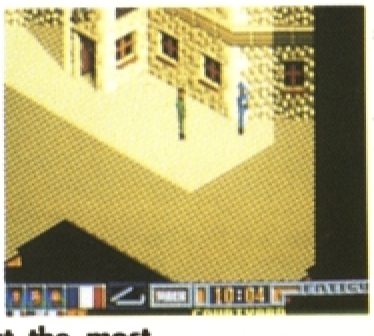
Paul: I've never really got to grips with this escaping malarkey. To be honest if I were captured in a war my first thoughts wouldn't be "It's every Officer's duty to escape" but "Coo I'm well out of that, think I'll put my feet up for the duration." Ah well, that's what comes of being descended from Lord Henri de Lakin, The Cowardly Count, a man who changed sides almost as often as he changed underwear.

However, in computer games the sprites do all the dying for you so I launched myself into *Colditz* with relish. If it needs pigeonholing *Colditz* is an arcade adventure, in as much as you need to collect items to overcome obstacles. But it's not a linear game since you don't progress by stages; escapes have to be built up and carefully planned. When arrested you lose all your equipment so the careful escaper builds up equipment, uses the four prisoners in conjunction and proceeds with caution.

If your dream game is a shoot 'em up, then all this will be a bit dull for you. However, I found it fairly addictive. The graphics fit the theme well, although they get a bit jerky when the screen is crowded and sprite control is a bit dodgy on staircases. One strange effect is the way buildings in the courtyard vanish and appear as you walk around. This is so you can see yourself when you walk round a corner or outhouse but it's a little disconcerting nonetheless. The prisoners' movements are rather more effective: when in walk mode they shuffle around hands in pockets like veteran scroungers.

HASSLE FACTOR: 0
No hassle if you've got a spare few hours.

The game is challenging enough and not one that is going to be completed in five seconds. There lies its fatal flaw. There's no flippin' Save Game option. How many people can spare three hours or more at a time? Even reviewers have other things to do with their time. This means that *Colditz* the computer game has the same drawback as *Colditz* the boardgame – no one's got time to play it.



STOP

GRAPHICS	ADDICTIVENESS	OVERALL 84
SOUND	EXECUTION	

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BACK TO THE FUTURE PART III
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IMAGE WORKS

DOSH EATERS

Dosh Eaters... it's a bit like *Tomorrow's World* really. Today's arcade hits may well be the home computer conversions of 'tomorrow'. Except they may not. Er... and except *David Wilson* isn't quite as annoying as Maggie Philbin. *(And he's not married to Keith Chegwin. Ed.)*

F-15 STRIKE EAGLE

MicroProse/ 50p a go



Currently riding high in the popularity stakes due to certain events taking place in the Middle East, Micro-Prose's flight sim/shoot 'em up is finally starting to appear in arcades in Blighty. With a Gulf setting amongst its six locations, our American chums have made it a large money-spinner 'over there'.



You'll be pleased to hear, that flying this MicroProse sim is nowhere near as complicated as flying the micro version – think how much you'd have to spend to get to grips with it if it was! To start with, there's no take-off or landing sequence, instead there's a sort of 'tractor beam' cone above your airfield and you only need fly into it to arrive safely back at base. The high quality cabinet comes equipped with a high medium or low thrust lever, a joystick incorpo-rating a cannon trigger, a missile trigger, and a further button that cycles the missile lock to the next target. Finally you've got a decoy button for dropping chaff and flares!

Graphically, *F-15* offers very slick, smooth, fast graphics and state of the art flying action. Forget arcade limits of *Afterburner*, in *F-15* you've got loads of freedom to fly anyplace, loop the loop – even fly under bridges and oil platforms. If you're a flight game buff, *F-15 Strike Eagle* is well worth taking for a flight round the block.

DOUBLE AXLE

Taito/50p a go



Here's a new Taito scroll into the screen racing game, but this time with a difference – it's based on American 'monster trucks'. You know those absolutely ridiculous 'Big Foot' things – the trucks with the wheels 20 times too big that our Trans-Atlantic chums apparently treat like pop stars? That's what you drive in *Double Axle* as you battle against eight other trucks in various events requiring skillful driving and gear-shifting. Although it sounds a tad dodgy, *Double Axle* is quite a neat driving game. You've got three gears – high, low and reverse and a Nitro button (á la *Chase HQ*). As well as straight races on roads in various settings, you also get off-road racing in desert, water and forest, and stadium events like 'Demolition Derby' where you get more points the more cars you crush. Neat, eh? There's something about the theme that could put me off playing it, but don't let it, 'cos it's actually pretty groovy.

THE SCORE

There are squillions of ways in which you can analyse how brilliant or technically accomplished a game is – graphs, figures, statistics et al. Er... but in fact ZERO spends so much time actually playing coin-ops we only have time to score them out of five 'Invaders'. Yep, it's simply a case of five for fab, one for orfull. (*That's not alliteration that's illiterate! Ed.*)



BELLS AND WHISTLES

Konami/50p a go

Bells And Whistles may sound like the title of the latest fruit machine, but in fact it's Konami's newest cutesy shoot 'em up. You get to play, um... a sort of cute, fat rocket (with arms!) who's heeding the distress call of Melora from the planet Meru. Her homeland is being ravaged by the evil forces of Iva and you've heard her desperate plea for help. Flying over the landscape you encounter various flying bad guys and land-based meanies, as well as great, big, fluffy clouds (complete with smiling faces). Shoot the clouds and bells pop out (hence the title). Keep shooting them up into the air and they change colour; different colours give different power-ups enabling you to select which bonus you require – quite a novel system really.

Big end of level beasties add to the excitement, and a fire system á la *R-Type* (the longer you hold down the fire, the bigger your fireball) makes for quite a novel cutesy shooter with a gentle learning curve. And it's good value!



GROWL

Taito/50p a go

Taito has obviously noticed the increased awareness of environmental issues, as can be testified by *Growl*. Play alone and you can choose one of four heroes, or if you're crap at making up your mind, get three pals to play with you and then all four appear simultaneously. (And you'll probably get much further too!) One of them looks suspiciously like Indiana Jones, whilst another bears close resemblance to Murdoch – the whacky one from the *A-Team*. Together, these guys have gotten mightily pee-ed off with all the nastiness to animals going down in the world, and they've decided to right wrongs by taking out a rather huge and rather unscrupulous international poaching ring.

The sorry tale of animal abuse is told in various bits of the game as you come across baddies whipping wildlife, caging canines and dressing up chimpanzees in children's clothing. This cues a self running interchange where the good guys say "Stop that! It's not nice!" The baddie tells them to bog off and you get to kick the living daylights out of him!

All a bit twee really, but *Growl* offers a very original twist to the theme and also a state of the art ability to pick up absolutely anything as a weapon. There are humungous end of level nasties – even one who looks like Freddy Kruegar. *Growl* offers great four player action and a novel if somewhat violent topical twist to the beat 'em up genre. Worth checking out.



Despite his best efforts to make new friends, Heinz Curried Beans were always Gerald's downfall.

EARTH DEFENCE FORCE

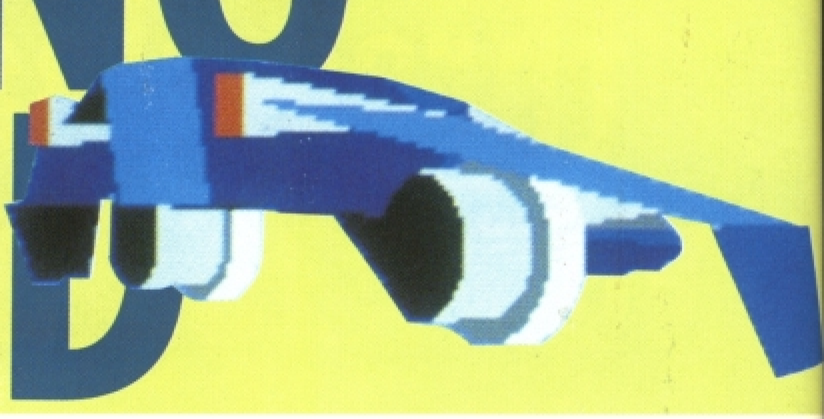


Jaleco/50 pence a go

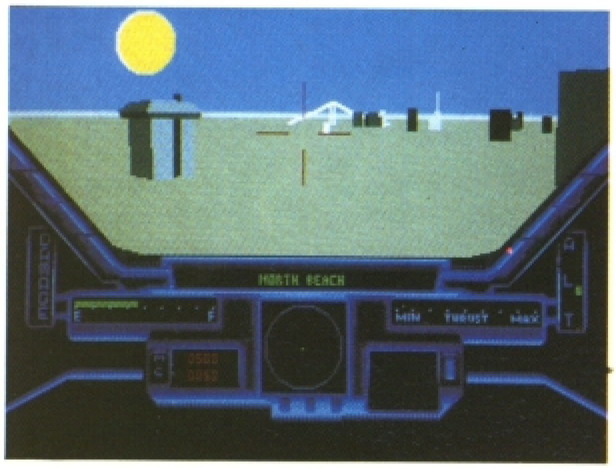
Here's Jaleco's latest, a horizontally scrolling, space shoot 'em up with loads of enemy space fleets to blast, and if it all gets too much for you, a two player simultaneous mode. From the outset, you'll have a choice of one of four super weapons to arm your craft. As standard, however, you'll also have reclining seats, go-faster stripes, power steering, electric windows, central locking and wibbly external droids you can turn on and off. (Er... actually I was lying about the first five, but the droids are fab.) When the droids are 'on' they move about your ship in a predetermined pattern and fire, enabling you to alter your fire pattern.

The main problem with *EDF* was the fact that you get so little value for money. Nothing eventful really happens before you've spent a squidlie which doesn't really encourage a repeat visit – shame really, 'cos it has a lot of promise.

KILLING CLOUD



Never happy unless he's wearing at least three brands of aftershave *Paul Lakin* goes around in something of a 'killing cloud' so we pushed him in the direction of Mirrorsoft's new game.



Ah, at least the sun is still shining in uptown San Francisco. But are *you* man enough to save the city from the green dirge?



If you're going to San Francisco/Be sure to wear nose filters while you're there/And if you go to San Francisco/ You'll meet some real odd robots there." Hmm it doesn't exactly scan but by the 21st century it's a lot more apt than the nonsense that spaced-out, old hippy Scott Mackenzie warbled.

The whole city is suffocating under a cloud of poisonous gas that makes your everyday Athens smog seem like a breath of mountain air. A whole new meaning has been given to the idea of uptown and downtown San Francisco. While uptown is fresh air and upper storeys, downtown is a grimly dark world where danger lurks behind every hydrant. It's into this ozone unfriendly world that your duties as a San Francisco cop take you. By rounding up a few droids you must try to unearth the cause of the cloud and then do something about it.

The game starts in Police HQ where you receive your first assignment. Then it's off on your Hoverbike to locate target number one. The target can be arrested using nets and then collected by PUPs (Pick up Pods) and returned to police headquarters for a 'chat'. This is where you use a combination of bribery and electrocution to... ah... encourage prisoners to shop their mates. Information received here will help you select your target for the next mission, each mission taking you nearer your goal.

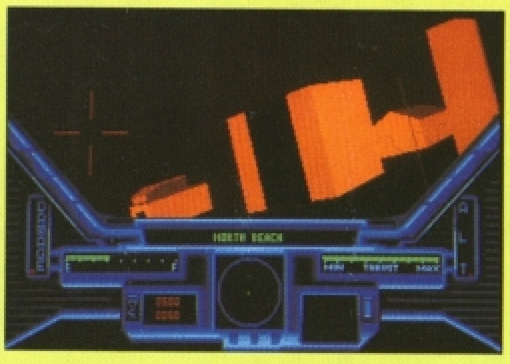
As you get closer to the heart of the matter, missions become more complicated and dangerous. Dogfights in the city skies may not be the sort of thing you associate with your average *Dixon Of Dock Green* character but it's all in a day's work for the 21st century cop.

WHAT'S WHAT

TITLE	Killing Cloud
PUBLISHER	Imageworks/Mirrorsoft
PRICE	£24.99/£24.99/£24.99
FORMAT	ST/Amiga/PC
RELEASED	Out Now/Out Now/TBA

Paul: Before we look at the game let's take a look at the novella. The word novella is pretty stupid anyway but wait until you read the contents. "The ochre stain of another dawn oozed over the devastated city... Wake up, Sausolito, time to cringe from another day. Sausolito – that's my name, don't wear it out." Honestly who writes this nonsense and does anyone really read it? "The ochre stain of another toxic dawn?" What are these guys on? It used to only be adventure games that inflicted this sort of sub literate dross on us. Now no futuristic game seems complete without the ravings of maniacs who've overdosed on *2000AD*. Is it really fair to inflict these people's gum-chewing fantasies on the rest of us?

Right, so the first thing to do when opening the game is chuck out the novella. Then you can concentrate on the game, which is considerably more



interesting. When I first heard about *Killing Cloud*, I thought "Hmm, sounds a good idea but I bet it'll be as jerky as hell." Well I was wrong, which is presumably the reason why Vektor Graphics is a high flying development team and I'm still ekeing out a living in computer journalism.

Despite a cloud bound citiscape, which adds atmosphere and a very original look to the game, *Killing Cloud* is as playable as it is watchable. The graphics are not jerk free (much like the novella) but this barely affects gameplay (particularly if you opt for the low detail/ high speed option). The mouse-controlled Hoverbike is a bit of a handful at first and, though it doesn't take too long to get to grips with the controls, dogfights (especially beneath the cloud) are a real nightmare of twisting, turning, overshooting and crashing. However the controls for both the combat and interrogation sections are fairly straightforward and if you can't stand the heat then get out of the games room.

Despite the interrogation sequences and the notional strategy of net and PUP placing, *Killing Cloud* is basically a vector flight/driving sim very much along the lines of *Thunderstrike* and *Resolution 101*. However the scenario, the graphics and overall style put it head and shoulders above both of them.

GRAPHICS	86	ADDICTIVENESS	86
SOUND	83	EXECUTION	87

OVERALL 87

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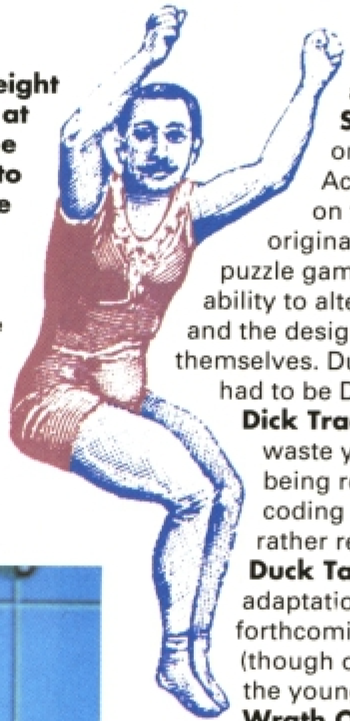
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SHORTS

Whichever way you look at it, Shorts are pretty fab. They can be spiffing little trousers for keeping your patelas cool in the summertime, they can be rather intoxicating alcoholic beverages or they can be a rather nifty ZERO summary of all the games we've seen this month, but haven't mentioned elsewhere...

It's rather sad when we get eight trillion games into the office at once. With the best will in the world we couldn't fit them all into our reviews pages, so we choose the best ones for the full review treatment. We're left with the ones that are good but have arrived too late for inclusion, the ones that have been on sale in the shops for months and the ones that frankly are a tad crap. Rather than not mention them at all, the Shorts Page gives us the opportunity to pass some comment. So here goes...





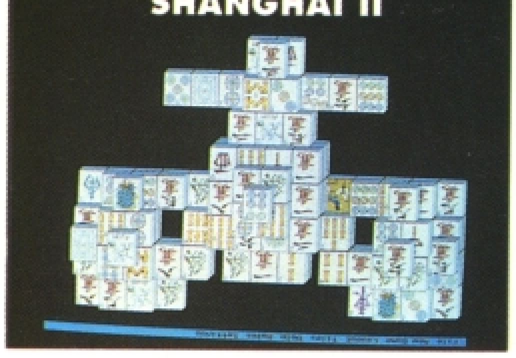
SPEEDBALL II

The Amiga version of **Speedball II** arrived from Mirrorsoft. It even surpasses the brilliance of the ST version (ZERO Heroed back in January) with hugely improved sound and graphics. **Mig 29** arrived from Domark which despite possessing a well researched flight model, suffered from a slow frame update and failed to break any new ground. **Shanghai II** came in on the PC from Activision which built on the success of the original Mah Jong-inspired puzzle game but added the ability to alter the tile pattern and the designs on the tiles themselves. Duffer of the month had to be Disney Software's **Dick Tracy** licence. Don't waste your money. Despite being responsible for coding this title, Titus then rather redeemed itself with **Duck Tales** – a great adaptation of the forthcoming Disney movie (though obviously aimed at the younger games player). **Wrath Of The Demon** was Readysoft's offering this month and the responsibility of coding the majority of Don Bluth's games has clearly had an influence in the game's presentation – it's a sword and sorcery romp with great graphics and sound, but traditional (as opposed to Bluth style) gameplay. Domark's **Hard Drivin' II** was, with the addition of a Track Editor, more of the same. Impression's confirmed its commitment to producing strategy-only games, with **Feudal Lords** a sort of medieval *Risk* for simplistic strategy buffs only. Mirrorsoft sent in its licence of **Back To The Future III.** Bearing in mind how awful the film was, Images hasn't done too bad a job of coding this title and it does improve upon its predecessor, *BTTFII.* Still, against high quality full price product this collection of sub games has to be a disappointment. Finally Audiogenic popped in with **Emlyn Hughes Arcade Quiz** – erm... well, if you like either Emlyn Hughes, arcade trivia quizes, or both, you'll enjoy this imaginative interpretation of a somewhat limited game style. And also **Exterminator**, the coin-op conversion coded by the Assembly Line where you get to control dismembered hands doing battle with wasps, roaches, miniature tanks(?) and other household pests – a good conversion of a fun original title but suspect on the longevity front.

CELEBRITY GAME
This week: PAUL DANIELS



I really like *Sorcerers Get All The Girls* by Steve Meretsky (norra lot, heh heh). Now that's magic!



SHANGHAI II

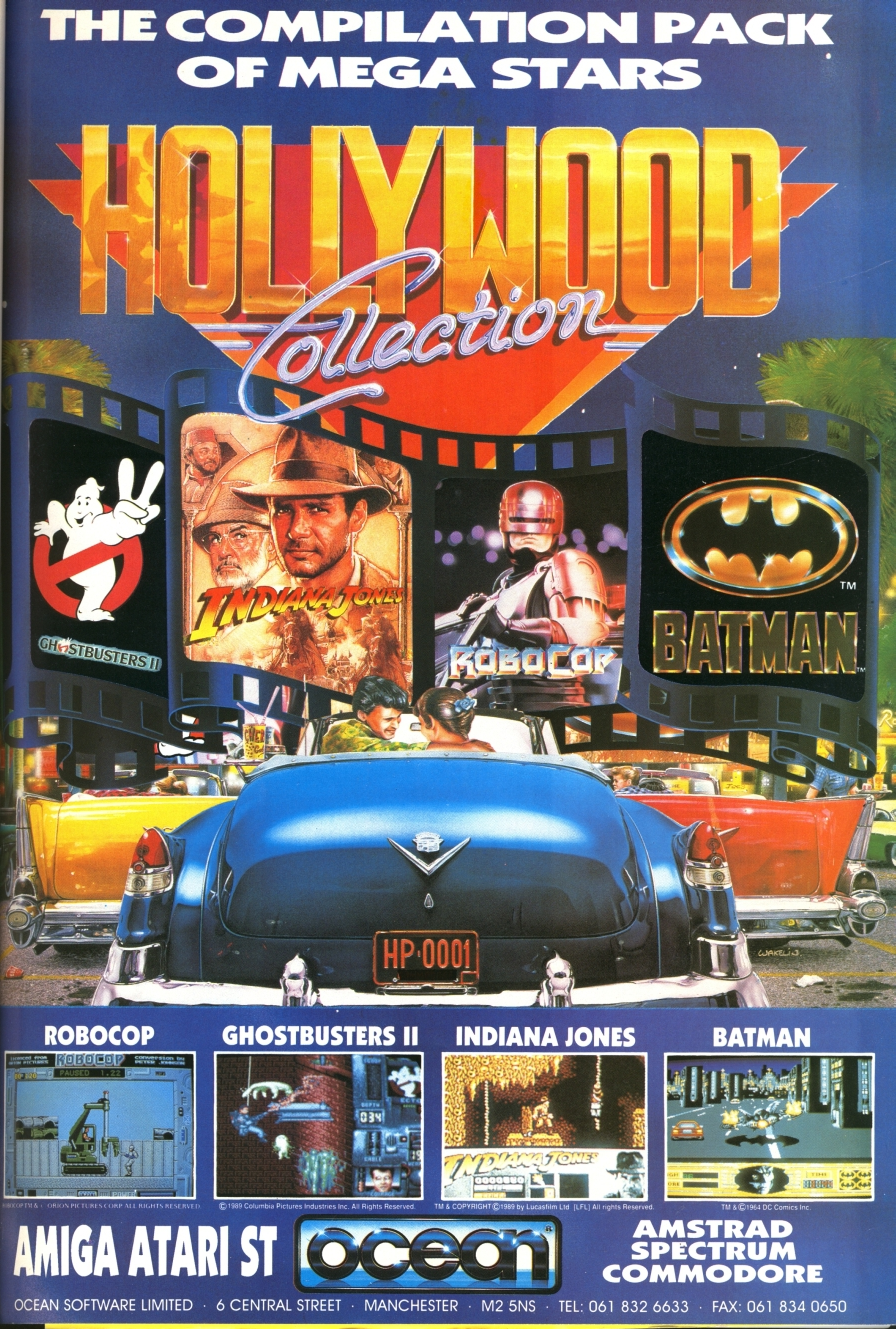
★ THE ZERO STAR TEST ★

Have you ever watched that crap *Star Test* on Channel Four? The one where 'celebs' are asked questions on different subjects by a computer chick? Well, we thought we'd try this out on the ZERO team. This month Lord Paul Lakin takes the hot seat.

Computer Chick's Voice: Please choose a number, Paul.
Paul: Er... number two please, Flags Of The World.
CCV: Sorry, I've had a slight malfunction. Number six, was it? Houseplants?
Paul: No, no...
CCV: What is your favourite houseplant?
Paul: Erm... well I'm quite fond of...
CCV: What are your favourite training shoes?
Paul: What's that got to do with houseplants!?
CCV: What was the name of the President of Tunisia from 1957?
Paul: Err...
(Sounds like the office Speccy is on the blink again. Ed.)
Ed: If you had enough money to buy five new computer games, which would you choose?
Paul: Well, I'd have *Speedball 2* from Image Works on the Amiga for a start. Erm... then I'd have Rainbird's *Midwinter II* which has me chained to the office ST at the moment. I know it was mentioned last month, but Electronic Arts' *Powermonger* certainly gives you your money's worth. *Red Baron* from Dynamix on the PC has to be the best of the current vogue for First World War flight sims, and now that Psygnosis' *Lemmings* has hit our local software store I'd make that my fifth game.
CCV: Thank you, Paul.



WRATH OF DEMON


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BATMAN
HP·0001
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AMIGA
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双截龍
DOUBLE DRAGON II
The Revenge
YELLOW STONE
The Double Dragons, Billy and Jimmy, seek to avenge the death of Marian — and might even be able to bring her back to life if they can only penetrate the secret lair of the Shadow Boss.
AMIGA
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ARTIFACTS

VISION ON

VISION ON

It's the man with lots of military acquaintances lost while walking in the Vietnamese forest! *Ian 'Lost Patrol' Harling* takes your demos for a spin...

Wotcher! It's me again, sufficiently recovered from the perils of Vietnam to bring you another hot batch of readers artwork. I noticed a bit of a lull in submissions over the Summer months. I suppose you were all out playing marbles, scrumping apples, skinny dipping down at De Water Hole or getting your woggles dirty at scout camp. Ah, all healthy, boyish pursuits. Prefer women and vodka myself, but there's no accounting for taste, eh? The simple joys of youth. Y'know, I can't look at a pair of boxing gloves without bringing back a host of childhood memories? Still, I'm better now, and it's best not to dwell... Forsooth, ever onward! *(Steady on old chap. Ed.)*



▶ The Judge Dredd pic sent in by Andy Jones has a nice air of professionalism about it. He sent in an even better picture of a tree frog but Tim lost it. Ten out of ten, Tim. *(Oooh, thank you. Ed.)* It made a nice change from all the Garfields and Batman logos... But still...



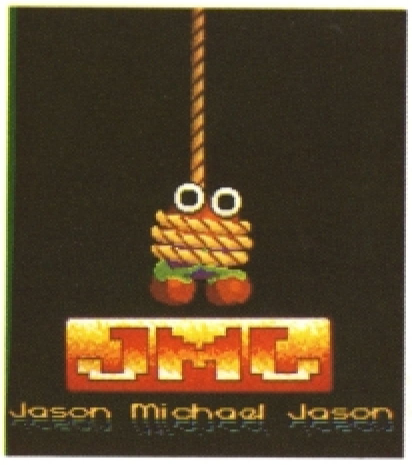




◀ Tiger, Space Scene and Demonic Punter With Back Trouble all sent in by Yves Labaun (Overkyll to his friends), one of our Froggy chums. Extremely well presented pics with a great use of colour and composition. A fine display of talent indeed. Wonder if he's got an older sister? *(But I thought that you lost those 'bits' in Nam? Ed.)*

Don't forget, you've got a 100 per cent higher chance of getting onto this page if your stuff is original. If you must do pics of Robocop, don't just copy from the video box, make up new poses of your own. Robocop at the launderette, Robocop trying to match up his black socks, Robocop not killing somebody. A month's supply of *Popular Computing Weekly* to the best... (Aaargh!) See ya soon!

Send in all your disks and pics to Ian Harling, The Man With Several Odd Military Twitches, ZERO, 14 Rathbone Place, London W1P 1DE. Every person who gets his picture printed wins a badge or something, if we remember.



◀▶ These two pics really don't do justice to this animation sent in by Jason Spencer Galsworthy. 208 frames of sheer excellence. The little chap bounces on the end of the rope, losing hat, eyes and 'Y' fronts (you're such a sick man, Jason) as his whole body stretches and twists in true cartoon style. Very accomplished stuff.



CHUCK

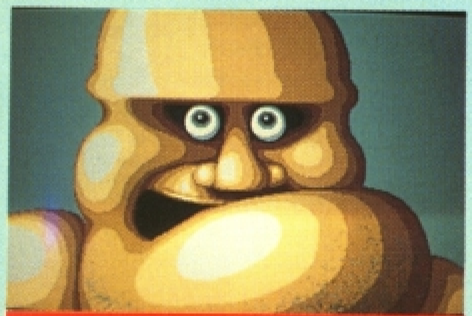


CAST LIST



OPHELIA ROCK

Chucks wife and by all accounts, a bit of a corker. Becomes the target for Gary Gritter's lustful attention – or more specifically his club. She's dragged away by her flowing locks and becomes the object of Chuck's quest.



CHUCK ROCK

Our hero. Married to Ophelia, Chuck sets out to rescue his spouse. He hurls a mean rock and specia-lises in the belly butt. He also uses large rocks to shield himself, or to climb onto higher platforms.



GARY GRITTER

Worra bast! This svelte geezer is the villain of the piece. During the intro sequence you'll see the rogue eyeing up your misses' bottom. A whack on the head from his club and Chuck is minus his better half.

Contrary to the advice of his elders, and despite living in a crystalline domicile, the young *David Wilson* was always throwing stones. Who better to send to look at *Chuck Rock*, the latest game from Core Design.

Back in Prehistory, the good old age, things were so much easier. There were no such things as logarithms, Jeremy Beadle or Poll Tax, the world was young and life was there for the taking. If you fancied a chick, there was no rigmarole of 'chat up lines', 'wooing' and 'flirting', it was just a case of sneaking up behind the young lady in question, walloping her over the head with a club and then dragging her off by the follicles. (*Hair. Ed.*) Actually maybe life wasn't that easy... especially if you were a chick.



It's the intro sequence, and here's our hero *Chuck Rock* watching the telly. The problem is that bird acting as an ariel

Anyway this is the setting for the next game from 'Development House Of The Year', Core Design. It's called *Chuck Rock* and it's still the same old story, a fight for love and glory, hem hem. *Chuck Rock* is not only the hero's main preoccupation throughout the game, but also his moniker. As you'll see from the animated intro sequence, Chuck's wife, the lovely Ophelia, has been kidnapped by the suave but evil Gary Gritter and Chuck's determined to get her back. So, how's the game shaping up?

Well, at first glimpse the graphics are very slick – there's loads of parallax scrolling, reminiscent of a rather whacky version of their former beat 'em up, *Torvak* (not surprising really, since the graphics were the work of the same geezer – Lee Pullen). However, when you start examining the gameplay of *Chuck Rock*, there certainly seems to be much more to it. Not only does Chuck have to beat up a plethora of prehistoric punch bags, but he also has to figure out how to clear various obstacles in the landscape. He can help himself up 'unjumpable' cliffs by lobbing a big boulder in front of it, he can shield himself from attacks from above by lifting a small boulder above his head, and there are also numerous humorous but rather inept prehistoric creatures that can be manipulated to Chuck's advantage. Yep, it's surprising how persuasive a simple boulder in the back of the head or a belly butt can be – a Brontosaurus can be coaxed into carrying you across a swamp whilst a pteradactyl can be talked into giving you a free flight etcetera. Ah me, the gentle art of persuasion.

WHAT'S WHAT

TITLE	Chuck Rock
PUBLISHER	Core Design
PRICE	£24.99
FORMAT	ST & Amiga
RELEASED	April

THE



LEE PULLEN

Lee honed his graphic art skills by spending many hours watching *Paint Along With Nancy*. The vivacious Virgo cut his teeth with Core's previous hit, *Torvak*, before moving on to *Chuck Rock*. Ladies may be familiar with Lee's physique: he was a Y-Front model in the 1978 Gratton's Catalogue.

K ROCK

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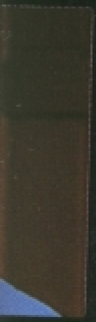
AT



Chuck nimbly leaps about in the Ice Age landscape of level four. It's so nippy you can see his breath. Clad only in a grass loin cloth, it's little wonder he's leaping about all over the shop!

HE

PROGRAMMERS



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Rock.
Lee's
model
gue.



CHRIS LONG

Programmer Chris Long took time out from his busy schedule as an Oil Refinery trouble shooter to code *Chuck Rock*. Chris' motto is 'When oil's a gushin', I'll come a rushin' but he doesn't let this interfere with his hobby of breeding Proboscis Monkeys. Core Design's answer to Red Adair is a Pisces.

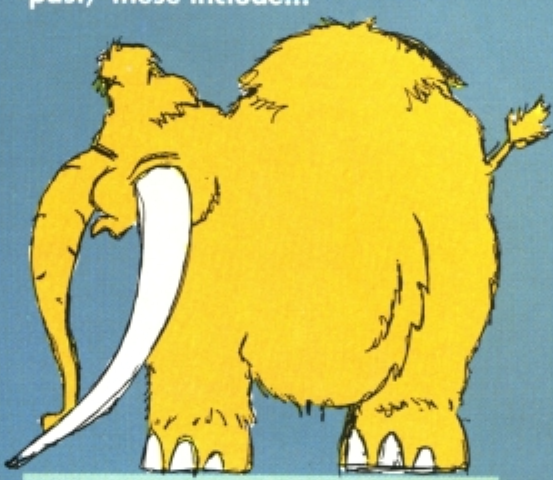


ROBERT CHURCHILL

Robert recently spent eight months in a Bronze Age village for a Channel 4 documentary. He was sacked after the producer discovered he had been supplementing his diet with a secret stash of Pot Noodles. Robert used his experiences to design the game and map for *Chuck Rock*.

THE BADDIES

There are several brilliant, large end of level sprites for Chuck to get past, these include...



WAYNE THE WOOLLY MAMMOTH

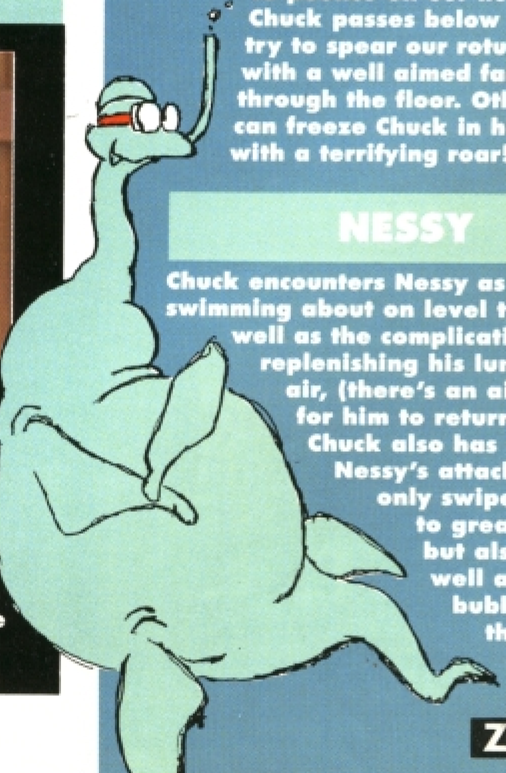
Wayne will have several modes of attack: he can jump in the air to cause minor earth tremors, he can suck in snow with his trunk then fire it at you, or he can hoover you in the direction of his razor sharp tusks. Ouch!



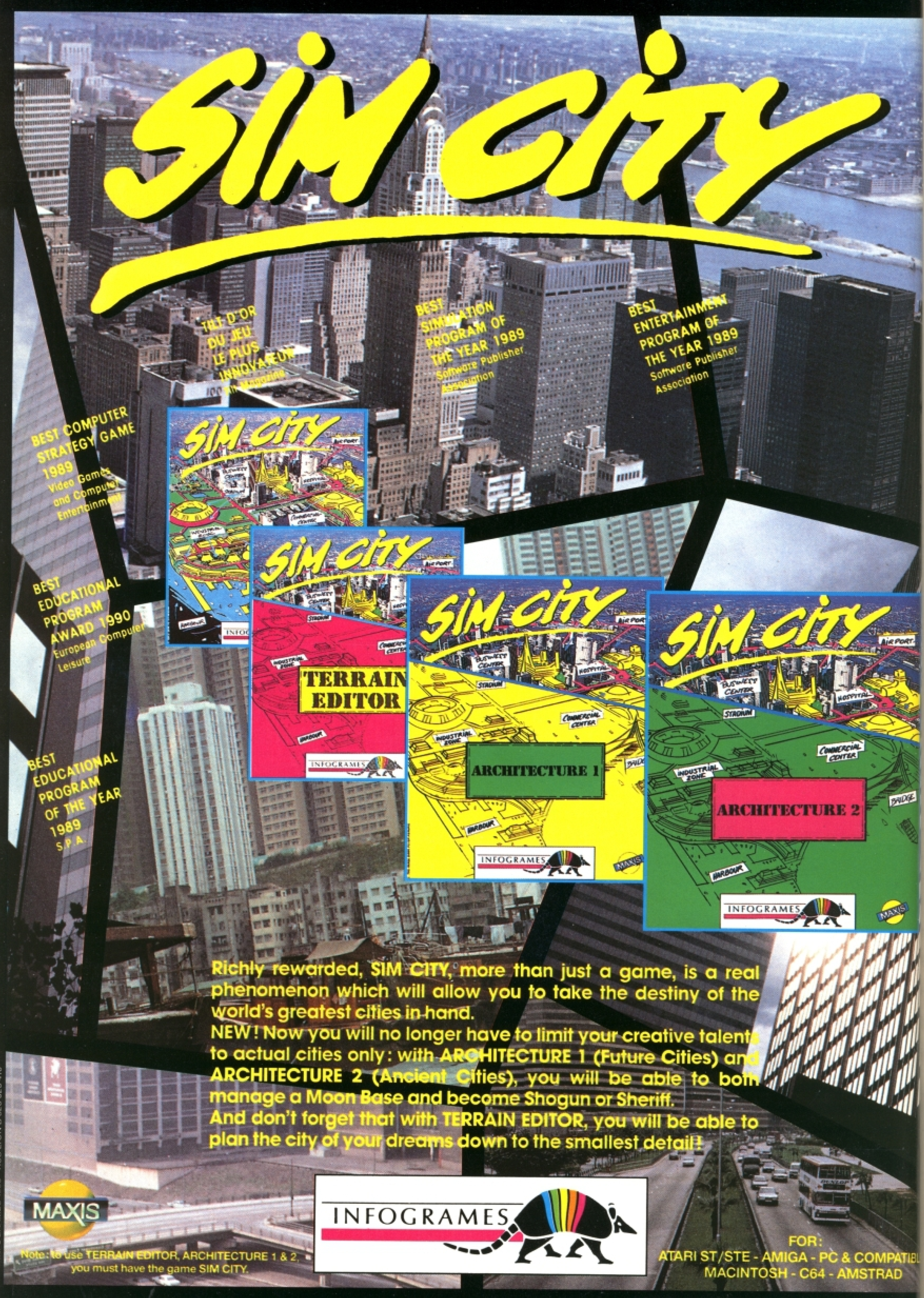
STEVE THE SABRE TOOTHED TIGER

Steve awaits Chuck at the end of Level 2. He's one cool cat and that's the tooth (groan!). He saunters about and is inclined to pounce on our hero. If Chuck passes below him he'll try to spear our rotund chum with a well aimed fang through the floor. Otherwise he can freeze Chuck in his tracks with a terrifying roar!

NESSY



Chuck encounters Nessy as he's swimming about on level three. As well as the complications of replenishing his lungs with air, (there's an air pocket for him to return to) Chuck also has to avoid Nessy's attacks. She not only swipes her tail to great effect, but also squirts well aimed air bubble blasts through her snorkel! STOP


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DÉJÀ VU

Spook fact: all the reviews on this page are written by Paul but he is in fact three people: a member of Britain's aristocracy, a Work Experience student from Cheam and a student from Hampstead. Déjà Vu or what?

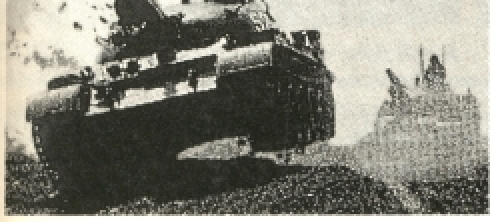
A-10 TANK KILLER

Dynamix/£34.99/Out Now

PC

Paul: The A-10 is the splendid tank killing plane in service with the U.S. Air Force. Its main armament is a huge multi-barrelled, rotary jobbie that apparently fires bullets the size of milk bottles! Lawks! This means that if you run out of ammo you can nip down to Unigate to stock up. So what's the game abart then? (*Irate ZERO reader.*) *A-10* is of course a flight sim, the object of which is to complete each of the seven missions presented to you either individually or as a campaign. There are plenty of options for option freaks and even a feature which allows you to change the level of detail.

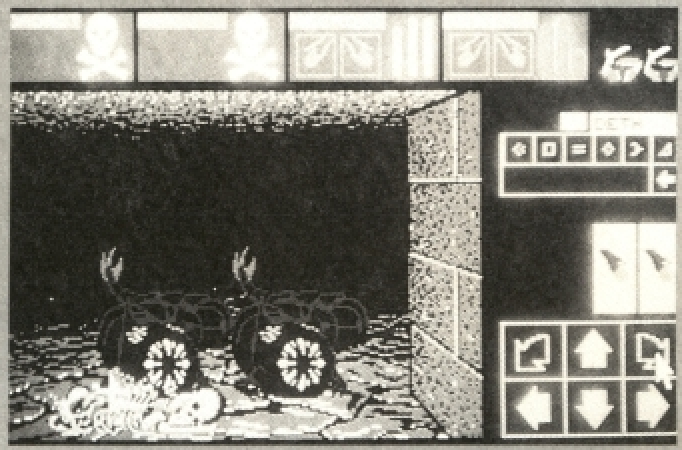
In presentation the game is virtually identical to the PC version, with lurvely digitised pics to set the atmosphere. Where the game falls down, however, is the jerky update, combined with bad joystick response – all rather reminiscent of a "Flying brick simulator" and made my enjoyment of the game diminish somewhat. As it is, *A-10* is an alrightish flight sim that could have been much better. But if you want a decent flight sim, then *Interceptor* by Electronic Arts is the dog's wossnames and is only £9.95.



GRAPHICS 70	ADDICTIVENESS 75	OVERALL 76
SOUND 65	EXECUTION 80	

CHAOS STRIKES BACK

Mirrorsoft/£24.99/Out Now



AMIGA

ZERO HERO

Paul: Although this sequel to *Dungeon Master* is technically a stand alone game, those who haven't grappled long and hard with the original would be ill advised to get involved. Firstly because the instructions are less than helpful and (a tad cynically?) frequently advise you to refer to the *Dungeon Master* instructions.

Secondly, and more importantly, this game is so tough that novices are unlikely to get beyond the front door. Take the first room for example: about seven square feet of concrete, 90 squat, thick, oily, snake things looking like Dougal with teeth, lots of doors, no keys, no clothes, no objects, no weapons. No bloody hope. Unless you boot up the second 'cunning' disk which, alongside providing a build-a-character kit, has a magical, mystical Oracle. This Norris McWhirter of the fantasy world gives you infuriatingly 'cryptic' clues and prophecies, that add the 'myst' to mystical fantasy. In all, a jolly outing for the Amiga into Hobbit land, with only the clearer sound distinguishing it from the ST version.

GRAPHICS 85	ADDICTIVENESS 90	OVERALL 92
SOUND 80	EXECUTION 80	

DRAKKHEN

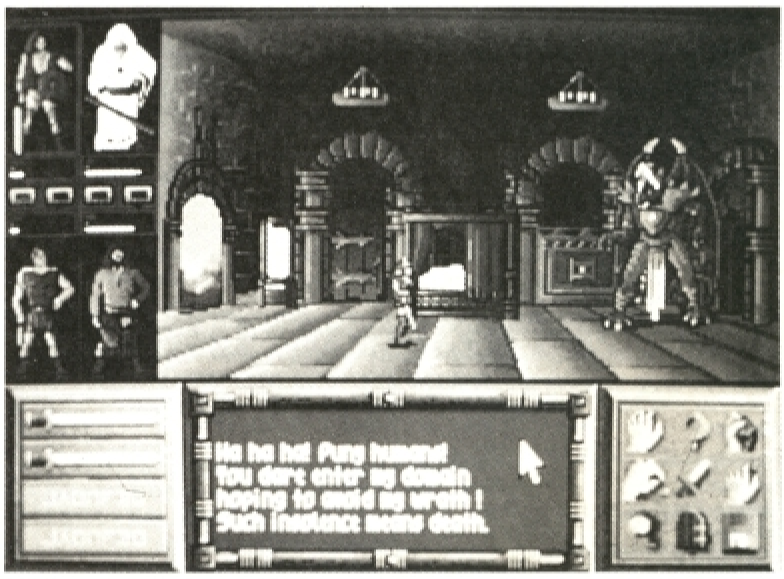
Infogrames/£34.99/Out Now

AMIGA

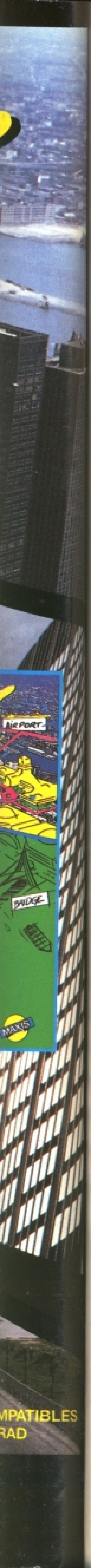
Paul: It's strange, isn't it? Well, maybe not that strange but surely it's more usual for these RPG games to appear on the PC first and then wander onto the Amiga and ST about 300 years later. With *Drakkhen* it's been the other way round. How very weird. Ah, but then this game is French which explains a lot.

Now to be completely honest RPG games are not really my bag. I prefer my bags to come from JS Sainsbury's and be full of goodies. However as these style of games go, *Drakkhen* is not lacking in goodies itself. The scenario and basic characters are not exactly overpowering in their originality. However, the VGA/Ad Lib version contains excellent graphics and a fairly satisfying soundtrack both above par for RPG, or any other game for that matter. The control system, though a bit of a struggle at first, is quite straightforward and easy to use. One fairly effective option is the swop between group and individual control. If you choose individual control then all four of your characters will be visible strolling round the screen prying into things they shouldn't. Select group control and you see life through their eyes.

Although dangerous beyond your worst nightmares, *Drakkhen* does at least follow the course of the ST rather than the Amiga version. You don't get slaughtered in the first three seconds while still trying to work out how to go forwards. Why, in fact, the first time I played it I lasted a whole minute. STOP



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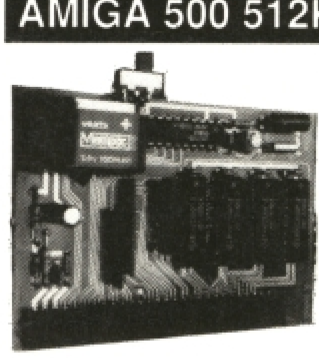
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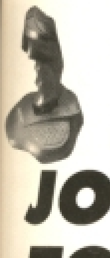
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☎ Whatever you do, remember to give your name and address, otherwise you'll be joystick-less in Gaza, okay?

RULES

1 Employees of Dennis Publishing or Bondwell caught in the act will be have their nine pin ports rearranged.

2 Entries telephoned through after 31st March 1991 will have no joy.

3 The Ed's decision is terminal, so if you argue you'll get nothing but stick.

STOP



HEDG

EC-PC COMPO

PC users have a righteous gripe, as the cover disk never has any PC stuff on it. Adventure-players have been bending my ear over this, so just for them I'm going to redress the balance by having an easy-peasy compo just for PC users. And how do I make sure only PC owners enter? No probs, as the wondrous first prize is mostly PC software. So what's up for grabs? Well, it's a Sierra special. The latest bunch of four Sierra releases has just landed on my desk, along with a promo video showing what else is in store for the rest of the year. The 15-minute video is neat enough, showing Sierra's state-of-the-art graphics with lengthy animated scenes from *King's Quest V*, and snippets from the forthcoming *Space Quest IV* and *Hero's Quest II*. You also get a glimpse of some of the CD-ROM titles that Sierra's working on.

Along with that, the lucky prize-winner gets MS-DOS versions of the four latest Sierra releases, which are: *Jones In The Fast Lane*, which is like a board-game cum adventure-game for all the family; *Fire Hawk* and *Stellar 7*, which are arcade games and finally *Quest For Glory II: Trial By Fire*, a 3D animated fantasy RPG set in the lands of the Arabian Nights and a follow-up to *So You Want To Be A Hero*, which one Yankee magazine voted Adventure Of The Year.

So come on, oh Hairy One, whadda we have to do to win it? Easy. Name the husband and wife team that run Sierra On-Line. It's a doddle. Send your entries on post-cards only, to The EC-PC Adventure Compo, c/o The Man With The Beard, ZERO, Dennis Publishing, 14 Rathbone Place, London WIP 1DE. Closing date, to allow our overseas chums time to enter, will be April 30th 1991. So get scribbling!



Stuck in an adventure? Never mind, Clueseau may be missing, but the Man With A Beard won't pass up the opportunity to get his tips out. (*Blimey! Ed.*)

When the Editor asked me what I was going to write for the Adventure Section this month, I said I thought I'd share some tips with the readers. "Oh yeah, cor," he said, "I love pervy things like that, wahay, get your tips out for the lads!!' I'd no idea he'd be so enthusiastic, but as he obviously liked the idea, here goes with a page full of tips.

TIPS FROM THE TOMB

The first tips on display come from an Aussie adventurer who claims that his name is **Jim Fang.** Can we believe it? Maybe I should have a compo for the adventure player with the most appropriate name – answers on the back of a birth certificate please. Jim's sent in a complete solution to an Amiga adventure called *Arazok's Tomb* . He read about ZERO reader **Ronald Meen**'s problems with this back in our October issue, (which, funnily enough, has only just managed to crawl all the way down under).

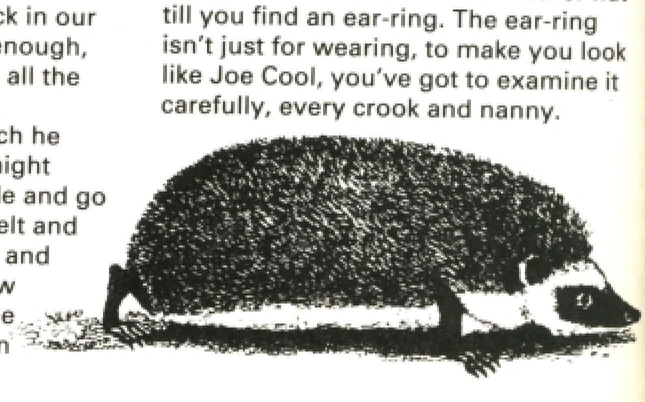
Jim's tip to get started, which he says is not as obvious as you might think, is to run off after the guide and go home. Get the jewel from the belt and put it in the statue's eye socket, and that then opens up a host of new locations to you. To recharge the power pack, pour the powder on it (you did examine the pouch, didn't you?). Wave the wand at the snake. Jim says, that at the end of the game you meet up with the scantily-clad Daphne and live happily ever after. And if you happen to be a girl? Well, maybe you can team up and become world-class expert Amiga adventurers.

Although he's solved the game, Jim's done it without working out how to get past the magically closed door, or figuring out how to get to the castle without being fried by the dragon. If anyone can tell him, write to Jim Fang, 62 Husband Road, Forest Hills, Victoria 3131, Australia. He asks if in return for this solution he can have a) a free Amiga adventure, b) a year's subscription to ZERO, or c) his name in print. Guess which it is, Jimbo.

HING'S GOT THE HANG OF IT

Adrian Hing of Cleveland has sent me the solution to *Codename Iceman* twice. "Please print it this time," he says with the second one. Now look here, Hing old bean, if I printed every solution that was sent in to me every month I'd need an adventure section the size of a telephone book. So don't get stroppy with me, ferret features, especially as you sent it in on one long piece of continuous stationery the length of a bog roll without a single page-break. And you only got 282 points out of 300. Just watch it, or I'll make unfunny jokes about your name so all your mates will laugh at you.

However, to show that I'm quite cuddly and not vindictive at all, here's some help from Hing. When you've rescued the girl from the sea near the start, you'll need to perform CPR on her. Disgusting, but the instructions are in the manual. After your first night of passion... hey, this game sounds good... walk out of the hut and then SEARCH SAND near the other hut till you find an ear-ring. The ear-ring isn't just for wearing, to make you look like Joe Cool, you've got to examine it carefully, every crook and nanny.



GEHOG GETS TIPSY!!

THE IMMORTAL RON (RON RON)

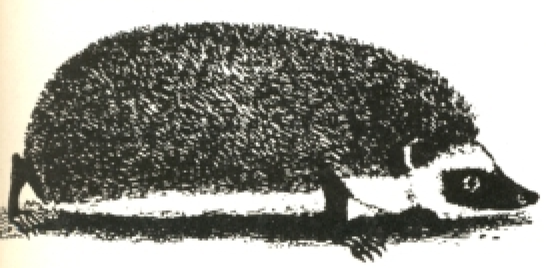
Ron Springett of Stafford has a bit more decorum than this chap Hing. He's sent me a solution to the Amiga version of *The Immortal* merely in the hope that it'll be useful to other readers. He doesn't demand that I print it, doesn't pester me for a free adventure or anything like that at all. What a toff! So here's some advice from Ron on Level Two, as there's a guide to Level One in the manual.

Buy some oil from the man in the corner, but if you visit him a second time he'll only charge you 60 gold pieces. To kill the two goblins, charm the will-o-wisps to do the dirty work for you. Then plant spores in the dirt and leave the room. Give water to the Goblin King. Throw magic dust over the irritable old man. To avoid the slime, put oil on your boots. Finally, just to get you going on Level Three, get the fireball spell from the chest and use it to kill the troll.

GOING DEAF DOWN UNDER?

Just up from down under is a solution to *Loom*, courtesy of **Helen Moore** of Auckland. Here's some general advice she offers for the whole game. Note that spells are scattered randomly each time a new game begins, so you'll have to examine every object and location if you restart, but not if you resume a saved game. Save your game as much as possible during play. If you happen to be deaf or even just tone-deaf, Helen warns that in EXPERT mode the spells are indicated not visually but by the use of sound! (Sound advice, there.)

Spells can be found by clicking on an object and then clicking on the icon that appears. Not all objects will provide spells, but proficiency may be obtained by using available spells on various objects. A successful spell is usually indicated by blue sparkles. Most spells can also be used backwards for a reverse effect.



FREE ADVENTURES, POSSUMS!*



A letter has just come flooding in from Brian Hayes of Ipswich, asking why the brilliant disks that ZERO sticks on its cover aren't made even more brilliant by the inclusion of the occasional adventure game, or even just a demo (he pleads). The reason is that the Ed is a head-banger who likes loud all-action arcade blasters, and who wouldn't know the word subtlety if you carved it on his bottom with a fish-slice.

But fear not, adventure-lovers, as the Man With The Beard is on your side. I've had a word in the ear-'ole (the left one) of Zenobi Software, who publish some pretty ripping budget ST adventures what have been reviewed in these here very pages in the past, and suggested they trim their prices even more, just for the cuddly, adventure-starved ZERO readers. The fools agreed and offered to cut the price of some of their titles to little more than the cost of the disk! If you haven't tried a budget adventure yet, then give 'em a go and I bet you'll be surprised at just how good they are. And even if you don't like them, you can always use the disk again. Clip out the coupon now. You know it makes sense.

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***Almost (And only for ST users)**

DEMONIAK

**The Man with the Beard
Went down to see Palace,
To preview their new game
Without any malice.
And it seems that the hedgehog was duly impressed
When he discovered just what was a part of the quest
From Palace.**

PREVIEW

So the text adventure is dead, is it? If so, someone forgot to tell the programmers. *Wonderland's* got more words in it than the average dictionary, and reports are coming in that *Spellcasting 101* revives the glory days of Infocom. Virgin has rereleased some of the Infocom classics, and now Palace Software is to launch a new text biased adventure series called Pure Fiction.

Pure Fiction is a series rather than a label, and the first of several releases is *Demoniak*, due out in about a month on PC, ST and Amiga. It's written by Alan Grant, the man who writes *Batman Monthly*, and arguably all the best of the *2000 AD* strips. He's currently working on the *Judge Dredd-Batman* team-up, and that's when he's not finishing off the text and manual for *Demoniak*.



This geezer looks like the Ed of a fab periodical (Tharg The Ed of *2000 AD*).

"Come and have a look at the PC version," said Palace. "It's almost ready." So I did. *Demoniak* is a sci-fi tale with a lot of zany humour. "We wanted to get real writers to write the Pure Fiction titles," said Simon Birrell, Head of Software Development at Palace, "like Infocom did with Douglas Adams. You get a much better game that way, instead of relying on the programmers to do it all." Alan's written most of the in-game text, and has put so much into writing the manual too. There's a lot of extra stuff in there that you never get in the average game."



Bit chilly up here in the snow-covered mountains. Streuth! There's something you don't see every day... a giant, flying angel fish!

A typical example is in the brief descriptions of several prisoners who are locked up when the game starts. This is one of them: Krusher Simson. Ten feet tall, built to match, Krusher has a mental condition which, entirely unprovoked, causes him to seize and crush heads. His aim is to crush a total of 1000 before he dies. He's on 998.

That's not to mention Jelloid, Slivy Tentacles, Bleeder, Lee van Beef, Jak the Stripper and Gengis Kant. In *Demoniak* you can become any of the 50 or so characters that populate the game. Type BECOME KRUSHER and, just like that, you are he, the adventure text switching so you play the game as Krusher.

Not all the characters will have the ability to solve the game, which requires you to build a bomb to seal a black hole through which *Demoniak's* hordes are invading our galaxy. Doc Cortex is the man who knows how to build the bomb, which requires three unique components that are scattered throughout the galaxy. It seems that one of them is... ahem... a willy. No ordinary willy, naturally, there is a reason why Doc Cortex wants to get his hands on this willy, but my lips are sealed. (*Blimey! Ed.*)

Demoniak has nice comic-book style graphics to some locations and an animated opening sequence. But since they're struggling to get the game to fit into the bog standard half-meg STs and Amigas, there's a heck of a lot of text. Part of the reason is that different characters see things in different ways, which requires subtle changes in the text.

"The Pure Fiction system attempts to simulate a real world as closely as possible," Simon told me... and showed me. "It's got a very sophisticated parser, which people take for granted these days, so you can, for instance, get all the red objects except for the red laser, that kind of thing. All objects have a weight, and this is done very accurately, so that if you fill a jug with water it will then have the right combined weight. Characters can only carry so much, according to who they are and their strength, and they also have different abilities. They have the detail you'd expect in an RPG, and if the character you're playing gets killed, you can then assume the role of another one and carry on playing."

"There is one main solution to the game, but there will be dozens of ways of getting through it, some of which even the programmer won't know. We hope that players will get as much fun out of discovering what you can do as in actually solving it. There's so much scope in the game."

Demoniak certainly has loads of features, too many to mention in a sneak preview, but I'm hoping to explore the game more fully next issue. The text adventure is dead? Long live the text adventure! STOP

YOU'D LIKE ME TIPSIER?

If you would like me to print even more tips and letters then hesitate no more and write to The Man With The Beard, ZERO, 14 Rathbone Place, London W1P 1DE.

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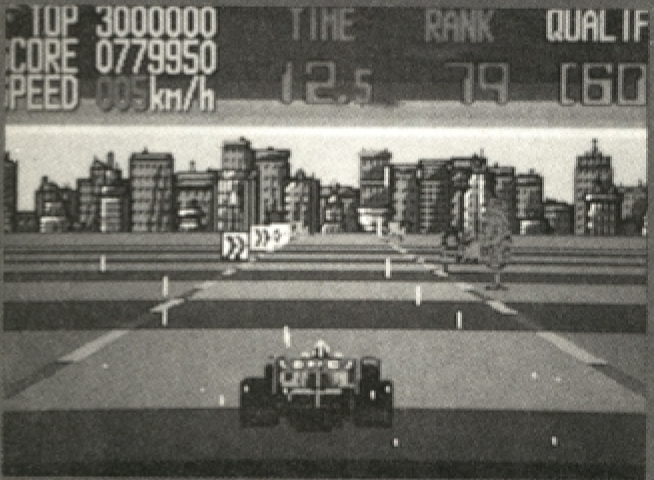
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CONTINENTAL CIRCUS

16 Blitz Plus/ST & Amiga/£7.99

Bloggo: Here's *Continental Circus*, one of the first games ever reviewed in ZERO and the latest title on Virgin's posh 16 Blitz Plus budget label. *Continental Circus* isn't anything to do with wild animals and scantily dressed trapeze artistes (unfortunately, hur hur) but is in fact a scroll into the screen racing game of November '88 vintage. Originally it was a coin-op called *Continental Circuit* but somewhere down the line someone goofed up in the translation department. Take control of a Formula One racer in a bid to beat other competitors over eight famous racing circuits. There's 'High' and 'Low' gears, and the addition of car damage. Collide with another vehicle and your car'll start proving a serious hazard to the Ozone Layer. This is remedied by a quick trip to the Pits where your crew are ready to rush out with a fire extinguisher! A second hit and you'll spin off and explode. One irritation I found was the 'Extend'(ed time) message, which obscures much of the track usually as you're about to pass four cars on a hairpin. Still, while you're saving up for *Indy 500* (the best racing sim to date), you'd do no better than to settle for *Continental Circus* at a budget price.



OVERALL SCORE 88

THUNDERBLADE

Kixx 16 Bit/Amiga & ST/£7.99

Bloggo: The Sega coin-op *Thunderblade* tried to apply the successful formula of *Afterburner* to a helicopter shoot 'em up.



US Gold converted it and, now it's done the rounds, here it is on its revamped budget label, Kixx 16 Bit.

There's not too much to say about *Thunderblade*, other than it's fast paced action of the mindless variety. The gameplay switches from two viewpoints, top down and scroll into the screen. Control is a bit tricky to get to grips at first – pressing the fire button not only shoots but also moves you forward; pull back on the joystick and you gain height er... unless you're holding down the fire button in which case you'll just stop. Once I'd mastered this I found I could progress fairly quickly. Not a bad game, indeed a rather stonking game at this price, but you may already have it on a compilation and it's certainly a tad dated.

OVERALL SCORE 80



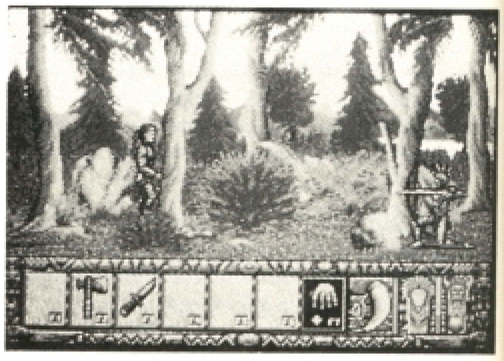
SUPER GRID RUNNER

Action 16/ST & Amiga/£7.99

Bloggo: "Leaves you gasping" said *International Aquarium Keeper* of this old Llamasoft title. 'Ere? That's Alan Minter, isn't it? The geyser with the Afghan coat, what's famous for writing *Attack Of The Mutant Camels*. Needs a bleedin' haircut, if you ask me. So what of *Super Grid Runner*? Well, it's less sophisticated but much more 'way out' than *Photon Storm*. Graphics are primitive and revolting: lots of psychedelic Llama heads and the so called 'Extremely Tasteful Zone' – which isn't . Everything is mouse-controlled (both your spacecraft and droid chum) and there are 64 levels of fast and furious action. No matter how much you hate games by long-haired hippies that put technology back about eight years, it's no less addictive for that.

OVERALL SCORE 77

COLORADO

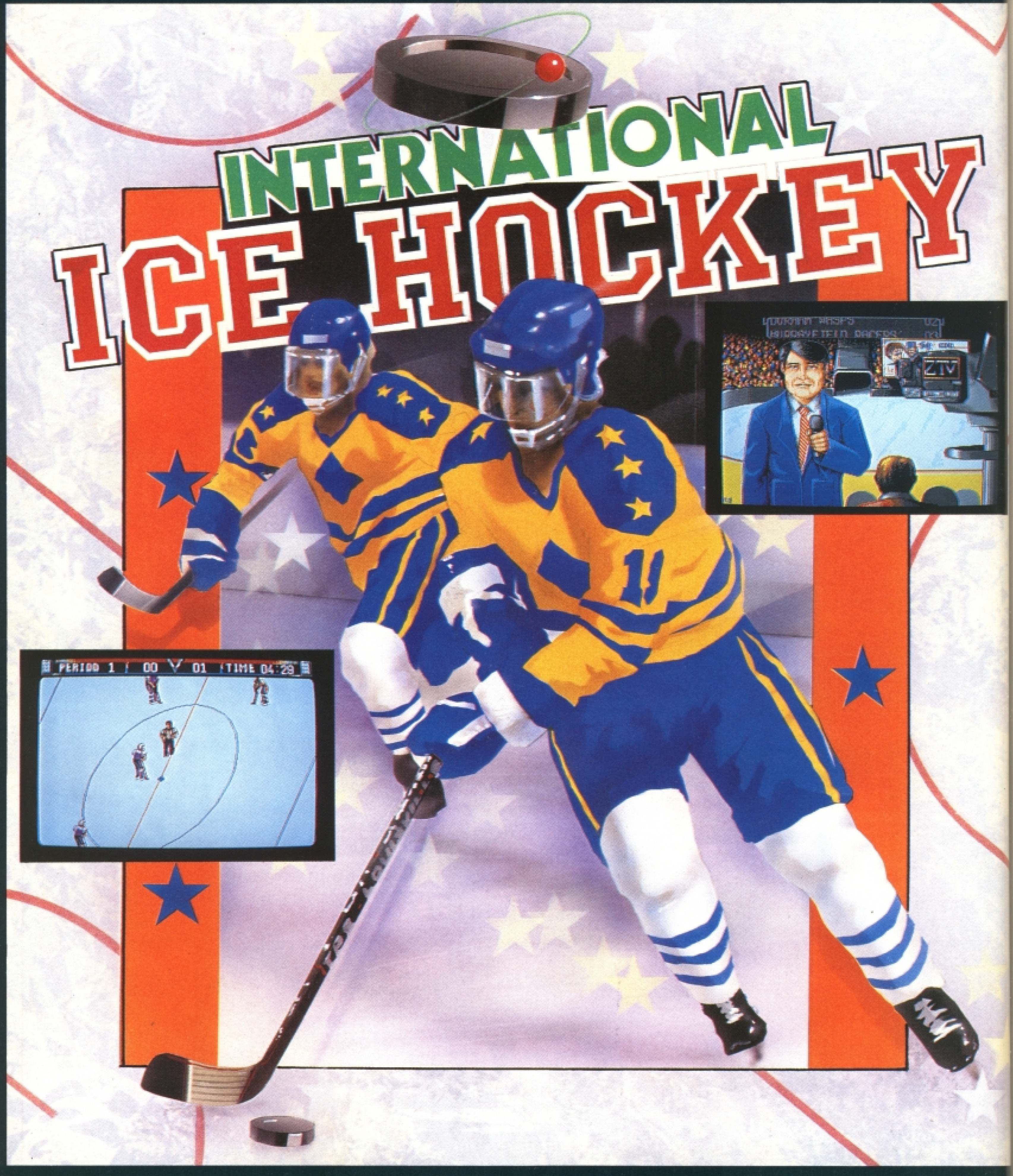


Action 16/ST & Amiga/£7.99

Bloggo: Good old Digital Integration prides itself on only choosing games for its Action 16 budget label that have scored in the high 80's or 90's. Er... the flaw is that it doesn't specify which magazine scored it in the first place. Still, here's *Colorado* a former full pricer from French house, Silmarils. The graphics seem very 'ahrnsome (*Handsome. Ed.*) but it's got the usual French weirdness – a tricky view from the side control system. There's also a scroll into the screen canoe section adding variety and the whole thing ties up very nicely as a novel arcade adventure.

OVERALL SCORE 78


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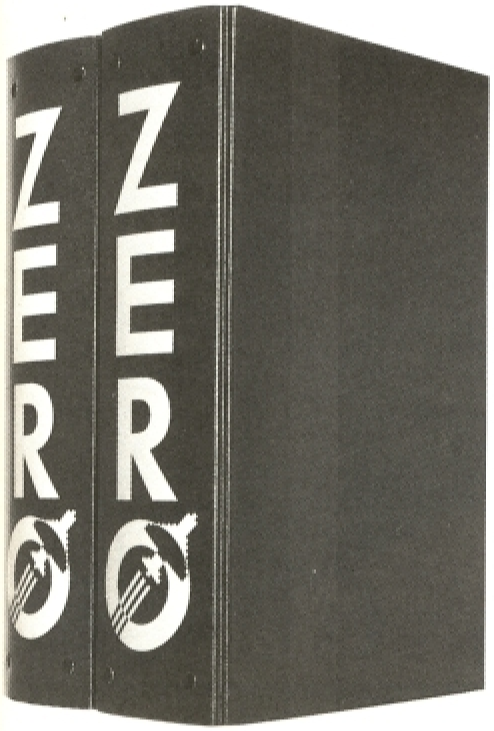
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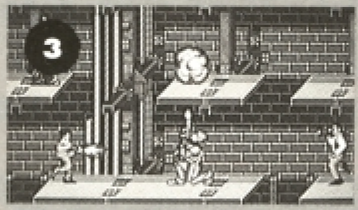
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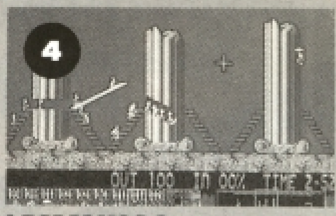
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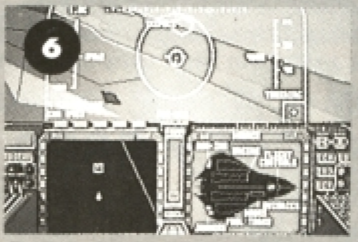
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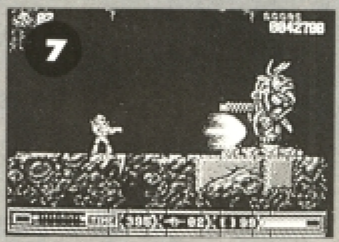
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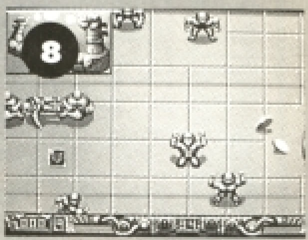
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ZE14/04

ZERO CONSOLE ACTION

ISSUE EIGHTEEN

INSIDE

Sega moonwalks into the Summer

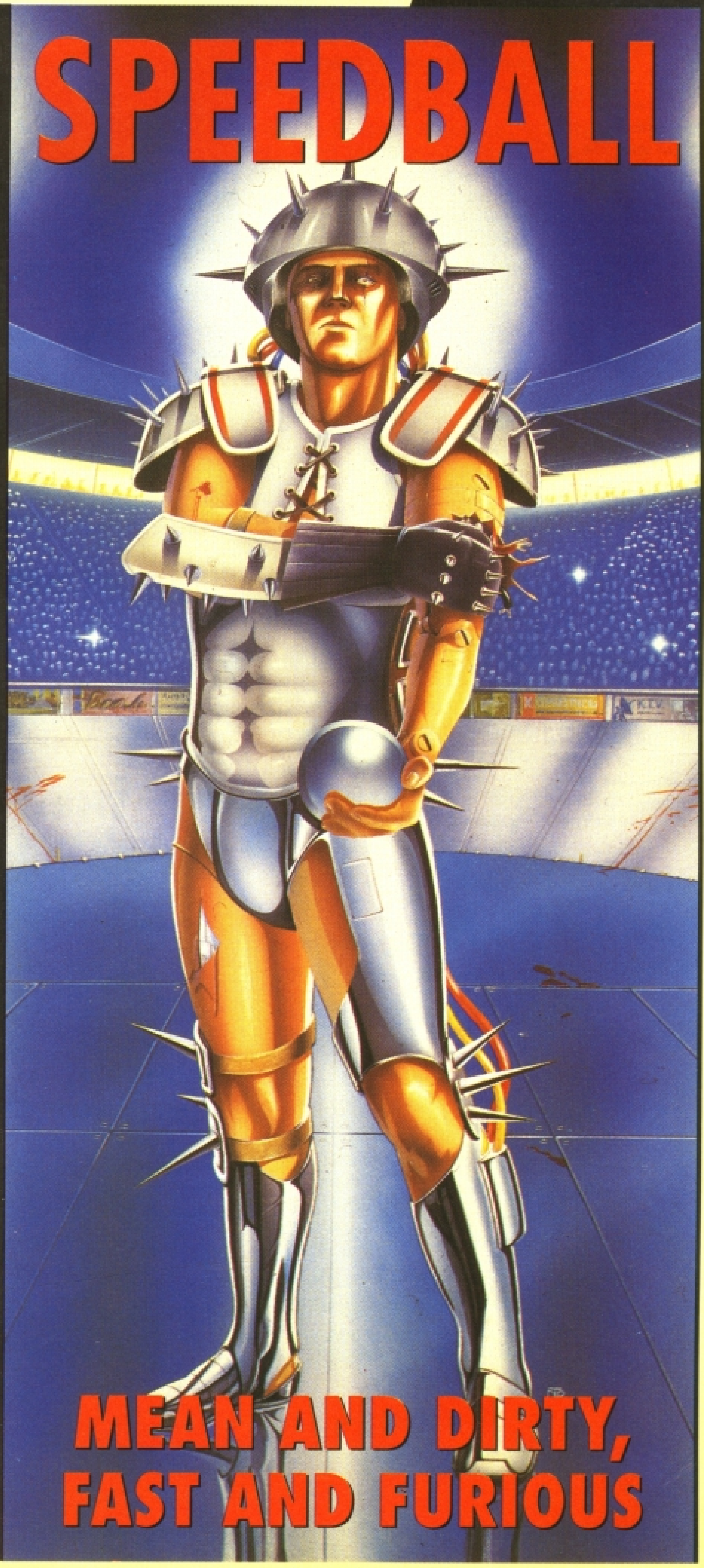
Twin Peaks fever hits the **NES**... Break out the cherry pie!

All chicks, all wrestling action in **Ringside Angels**

Spiderman does whatever a spider can on the **Gameboy**

Give your grey matter an Eastern workout with the **Lynx's** latest puzzler - **Shanghai**

Plus the hottest news, reviews, tips and cheats...

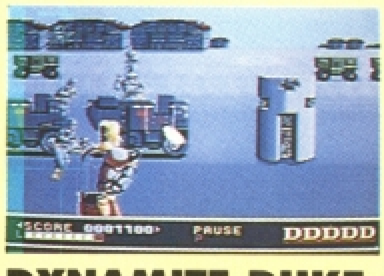


ATARI LYNX
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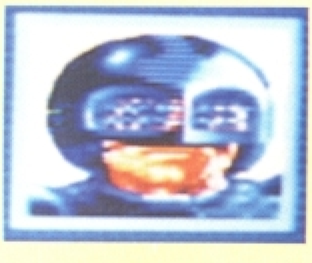
MEGAMAN II
He's butch, he's brawny and he's back!



DYNAMITE DUKE
The big blond guy with the transparent torso makes it to the Mega Drive.



SHADOW DANCER
Shinobi's back on the Mega Drive... And this time he's brought Fido.



SPEEDBALL

£29.99/Mirrorsoft/Sega Master System

Cast your mind back, and you'll no doubt be able to recall that *Speedball* was the Bitmap Bros' futuristic sports 16-bitter that walked off with enough awards to fill several mantelpieces when it was first released. Since then, it's been followed up with the glorious *Speedball 2*, and it seemed for a while that 8-bit owners wouldn't be getting much of a look in on this supreme cyber-sport action. But now they too can slip on their gloves (mittens, gloves where the fingers are fashioned to look like mice, or any pair of gloves joined by a piece of elastic and bearing a sewn-in name label need not apply) and get down and dirty in true futuristic style.

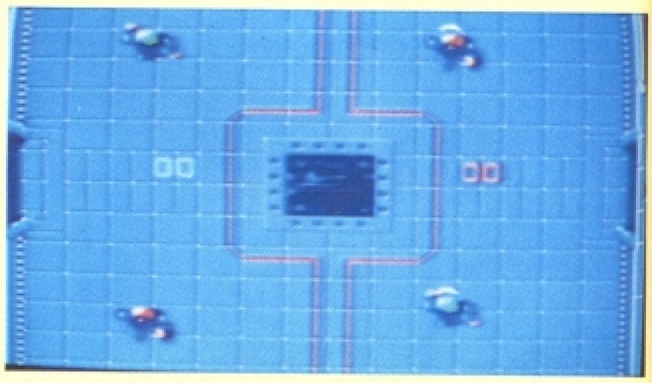


Man on left: "What happened then? Yer perm go wrong?" Man in middle: "No. Spots." Man on right: "Oh. Try this. It really works." The Speedball team captains pick up a little spending cash by appearing in a popular skincare advertising campaign.

Cast your imagination into the next Millennium. Food has been condensed into little tablets. Everybody wears silver boiler suits with huge erect collars. Pontins have just opened a new branch on the Moon. The Really-Really-All-New-Generation Game has just started its 400th series... and the sports world is no place for big girl's blouses, because the number one national game is *Speedball*, and (affect a very deep ominous voice here) the rules are: there are no rules.

Well, to be perfectly honest, there are actually some rules. Basically, two teams of beefy chaps hit the pitch – a brightly gleaming rectangular arena – and, within a designated time, employ a combination of nifty passes, frantic dashes and vicious fisticuffs to deposit a small shiny object in one another's goals. Yeah, okay, so it sounds remarkably like ice hockey without the sticks. But believe me, these *Speedball* heroes make even the most brutish Ice-Hockey team seem about as threatening and ruthless as the Waltons.

You get the gist? Then you just pick your team from a choice of three (after checking out each captain's stats) and get slammin'.



Barn dancing enjoys a new spurt of popularity in the next millennia.

This is generally a fairly decent conversion to 8-bit: the sound effects and graphics are fine, but not exactly mind-blowing and the sprites are a little blobby, as can reasonably be expected, but the gameplay – and, lets face it, that's what has always won the brownie points for *Speedball* – has lost little or none of its speed and excitement. All told, it's a sound investment, and all that remains to be said, really, is a quick reminder that *Speedball* is a hundred times better as a two player game than played in man versus machine mode – something that prospective lone players might want to bear in mind.

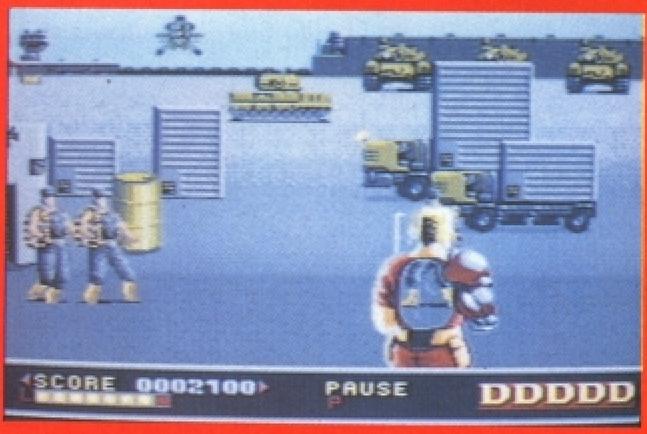
THE VERDICT 85

DYNAMITE DUKE

£34.99/Mega Drive

If you've always fancied stepping into the army fatigues of a big guy who looks like Vanilla Ice and does nothing all day but brawl, blow things up and make bad dudes 'eat lead', then this arcade conversion is for you. Having said that though, I've never especially wanted to do the above, and yet I found myself rather hooked.

Devotees of the arcade version will already know what a different beast this game is from your usual action game. For starters, you're seeing everything from a viewpoint behind Mr Ice (or Dynamite), and you can only move him from side to side, as enemies prowl and attack from several different distances away from you. Secondly, you'll find as you work your way through that all your missions are refreshingly different: some are shooting combat missions, while others require hand-to-hand fighting skills.



Okay, which one of you scumbags made fun of my haircut?

It's not *all* about shootin', fightin' and dodgin' – you'll need to be quick off the mark to blow up trucks, army units, and even postboxes and parking meters – inside them, you may find goodies to help you along your way. Apart from essentials like boxes of ammo and the health-restoring medical kit, there are all sorts of weapons to be found as well as bonuses and power-up treats such as a rapid fire thingy for your weapon, Dynamite Punch and a reinforced vest which'll reduce damage to your bod by 50 per cent.

All told, we're talking fast 'n' frantic action that's different enough to get you interested and challenging enough to keep you there. Ooh yes. One more thing. The control system is a unique set-up for the Mega Drive, allowing you to switch effortlessly from character control to aiming your weapon, and deserves top marks – as does the whole game.

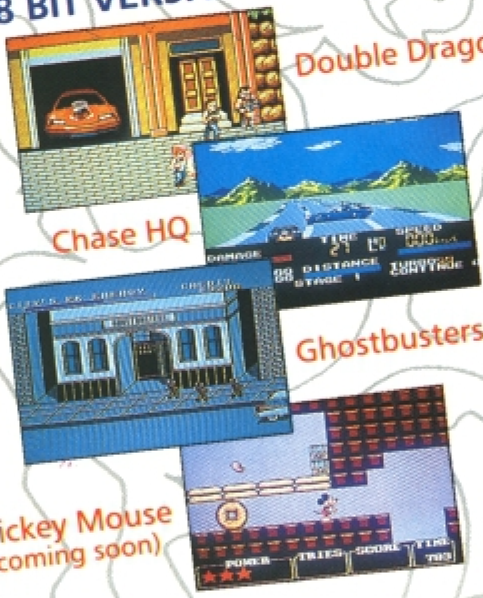
THE VERDICT 88

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QUICKIES

Right across the globe, there are folk to be found beavering away on game development for Nintendo's delicious 16-bit Super Famicom. Already well under way are *Sim City*, *Drakkhen*, *Flight Club* (a rather impressive flight sim), *Hole In One* (an equally impressive golf sim) and *Bombazul* (cutesy 3D action by the bucketload). But not all the action is going on across the pond, no sirree – those clever bods at Nintendo has also signed up London-based Argonaut Software to get busy on some brand new titles.

Over in the USA, Mega Drive licensee Razorsoft has made history as the first company ever to label a piece of software with an age-limit warning. Its *Technocop* is marked with words to the effect that some scenes in the game are of a violent nature and not intended for players under 12.

Get ready to bring out the coffee and cherry pie, because, in perhaps the weirdest ever leap from screen to cartridge, TV's *Twin Peaks* is due to hit the NES later this year as a brain-teasing mystery game!

Megaman fans will be pleased to hear that their favourite wee superhero is soon to become even more diminutive – when he appears on the Gameboy later this Summer.

The latest gadget from those clever chaps at Nintendo should be hitting the shops any time now. It's called the Nintendo Four Score and it's a nifty little gizmo that, when coupled with your NES, allows up to four players – rather than just two – on a whole host of games. Check it out!

If you're a Mega Drive owner and you've ever, erm... tripped over your joypad lead (?) you'll no doubt be absolutely thrilled to hear that wireless, infra-red joypads are now available on import at around £35 quid a throw.

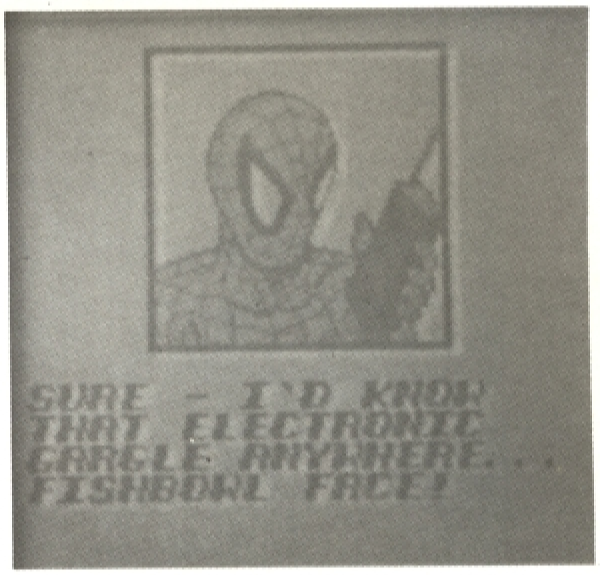
If you fancy the idea of watching scantily-clad chicks getting into unnatural positions and rolling around on the floor together, check out your local import emporium for the Mega Drive's new Wrestling cart', *Ringside Angels*. Phwoar!

THE AMAZING SPIDERMAN

OJN/£19.95/Gameboy

Ever wondered what it would be like to be *Spiderman*? Well, now's your chance to find out. Just buy a red balaclava, put on a pair of mum's tights, whip the suckers off the paws of your sister's Garfield car-window ornament and sew them to your socks and mittens, and try to climb up the side of your house. Alternatively, if the idea of a spell in either a hospital or a mental asylum (depending on the success of your climb) doesn't appeal to you, you could always take the easy route and load up your Gameboy with this nifty new beat 'em up.

As Spidey, you receive a series of mysterious phone calls and messages from your deadliest enemies, luring you into battle with them and their henchmen. Perhaps your first instinct would be to tell them where to stick it, but you don't because a) It turns out that they've got your wife in their grips, and b) If you ignored their invitation, it wouldn't be a very exciting game. As it goes, it *is* a rather exciting game, with plenty of action, lots of traps to avoid, things to jump over, and a good, varied selection of levels and bosses to conquer. The gameplay is sophisticated and rather challenging, the graphics are very nice, stretching the Gameboy's abilities commendably.The music isn't bad either, apart from a feeble bit which appears to be the *Spiderman* theme adapted for use in supermarkets. All in all, a worthy addition to anybody's Gameboy library.



Spiderman's telephone etiquette guide, part 23. What *not* to say when your Mum calls.

THE VERDICT 85

MEGA MOONWALKER

Ever wondered how Michael Jackson spends his spare time? Just picture this. It's been a very long day: Michael's checked his bank balance, he's had a dip in a bathful of warm carrot juice, he's changed the sheets on the oxygen tent, he's deflea-ed Bubbles, he's dressed up as an old woman and gone knocking on a few neighbours' doors pretending to be a Jehovah's Witness, he's finally cleaned up that particularly nasty pile of llama poo that's been under the coffee table since last Wednesday. (*Ugh! Ed.*)



So now what? How does a chap like him unwind? Simple – he plugs into his Sega Mega Drive and enjoys a rousing bout of the very wonderful *Moonwalker* – starring yours truly.

Yes indeed, our Mikey's joined the ever growing army of Mega Drive owners – a rather uncharacteristic act of sanity, n'est-ce pas? And now's the perfect opportunity for you to join up too, 'cos if you nip down to your local computer entertainment emporium, you'll note that those generous folk at Sega have put together a sparkling new Mega Drive pack for your delectation.

Yessiree, now when you hand over your £189.99, you'll not only be the proud owner of a lovely, lovely Mega Drive, but also of a *Moonwalker* game, and – *and!* – a copy of *Moonwalker* the movie. And it's not just prospective Mega Drive owners who get the goodies – grab a new Sega Master System at £99.99 and you too can bag the booty.

CONSOLE CHEATS!

It's time to reveal our fiendish console tricks: tricks beyond your wildest dreams, tricks to astound and captivate your friends, tri... (*We get the idea. Ed.*)

TEENAGE MUTANT NINJA TURTLES

Nintendo Gameboy

To take your pick of bonus levels, just switch on, wait for the Turtles logo to come up, and press the A, B, Start and Select buttons at the same time. You'll find yourself faced with the regular level select screen, but nestling beneath number 5, you'll find a question mark. Select this, press start and after a couple of seconds the screen fades away to reveal your choice of bonus levels. Hooray!

JOHN MADDEN FOOTBALL

Sega Mega Drive

If you want to check out some mid-season action, here's some handy passwords. 0466400 will start you in the second round as:

San Francisco vs. New York
Washington vs. Los Angeles
Denver vs. Pittsburgh
Miami vs. Cincinnatti

0077661 will let you begin in the third round as:

San Francisco vs. Los Angeles
Pittsburgh vs. Cincinnatti

TROJAN

Nintendo ES

Press up and Start at the same time during the 'Game Over' screen and the chance to continue is yours. Whoopie.

BLUE LIGHTNING

Atari Lynx

Still stuck on *Blue Lightning*? Have a shandy and some codes on us... **Level 1:** AAAA, **Level 2:** PLAN, **Level 3:** ALFA, **Level 4:** BELL, **Level 5:** NINE, **Level 6:** LOCK, **Level 7:** HAND, **Level 8:** FLEA, **Level 9:** LIFE.

BARUNBA

PC Engine

Ever wished there was a continue option on *Barunba*? Well, your fairy godmother must have heard you... Wait for that pesky 'Game Over' message, then press buttons 1, 2 and Run, and the direction pad up all together.

CYBERCORE

NEC PC Engine

For a lovely treat in the weapons department, try picking up the Metamorphosis capsules in exactly this order: red, blue, green, green, yellow, red. Now let the baddies hit your ship until it returns to its normal state, and you'll find you've got all three types of weapon on the go at the same time! Awesome!

Here are some quick tips for the Sega Master System...

RAMPAGE

The wolf is the fastest and most agile beast you can choose.

OUTRUN

For faster times, stick to right turns.

FANTASY ZONE

For weapons that'll never run out, buy all engine parts.

A WHOLE NEW WAY TO CHEAT...

Those wily Yanks have unearthed a brand new way to cheat your way to success on the Mega Drive. Yes, our burger-scoffing, Cola-quaffing cousins from across the pond have discovered that you can make all manner of magic come to pass by loading up a games cart, whipping it out while the machine is still on, and popping in another. The only drawback is that this breed of tomfoolery could seriously damage your tackle (ouch!), so experiment at your peril, and don't say we didn't warn you!

ALTERED BEAST

If you've also got *Golden Axe*, you're in business – pop it in, switch on, wait for the Sega logo to appear, and whip it out quick. Now stick in your *Altered Beast* cart, hit reset and hey presto – you're a beast with unlimited lives. You can check to see if your skullduggery has taken effect by going into option mode. If the player number reads "0", you're cookin' with gas!

ALEX KIDD IN THE ENCHANTED CASTLE

For unlimited Alexes, you'll need *Space Harrier 2*. Pop it in, go to the options menu, then whisk out the cart without turning the power off. Now slide in *Alex Kidd* and whaddaya know? You're immortal.

RAMBO III

Got *Altered Beast*? Power it up, wait for the screen with the statues to fade, and tweak it out. Now slip in *Rambo III*, press Reset followed by Start, and play away to your heart's content with unlimited lives.

GHOULS AND GHOSTS

To access a secret title screen, you'll need *Super Thunderblade*. Slide it in, switch on, wait for the Sega logo and pull it out pronto. Replace it with *Ghouls And Ghosts*, press Reset and feast yer mince pies.

The best tip in each issue bags its sender some booty. Fancy yourself in the running? Drop us a line with your hints, tips, cheats and tricks. Get scribbling to: **Cheat! Console Action, ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE.**

MEG

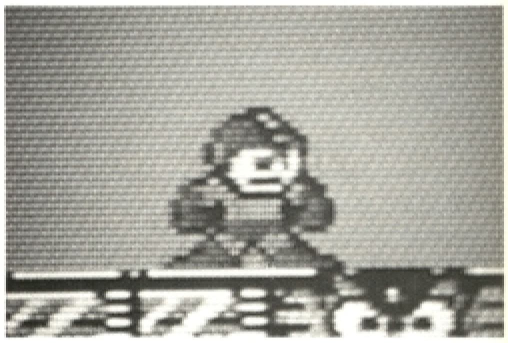
CONSOLE CLASSIC

£39.95/ Capcom/NES

Megaman is back – and up against his old arch enemy, Doctor Wily, again. But before he can actually have a crack at settling the score once and for all, he's got to destroy the dastardly Doctor's latest deadly creations (all eight of the blighters) on their perilous home turfs.

It's never been easy to follow up a classic – and *Megaman* is definitely one – but *Megaman II* has, without a shadow of a doubt, cracked it. Megaman himself may only be able to shoot, jump and walk, but there's something so incredibly appealing about slipping into his shoes that the kicking, twirling, crouching, all-singing, all-dancing stars of other games pale in comparison.

Megaman II has playability just coming out of its ears. Each of the eight

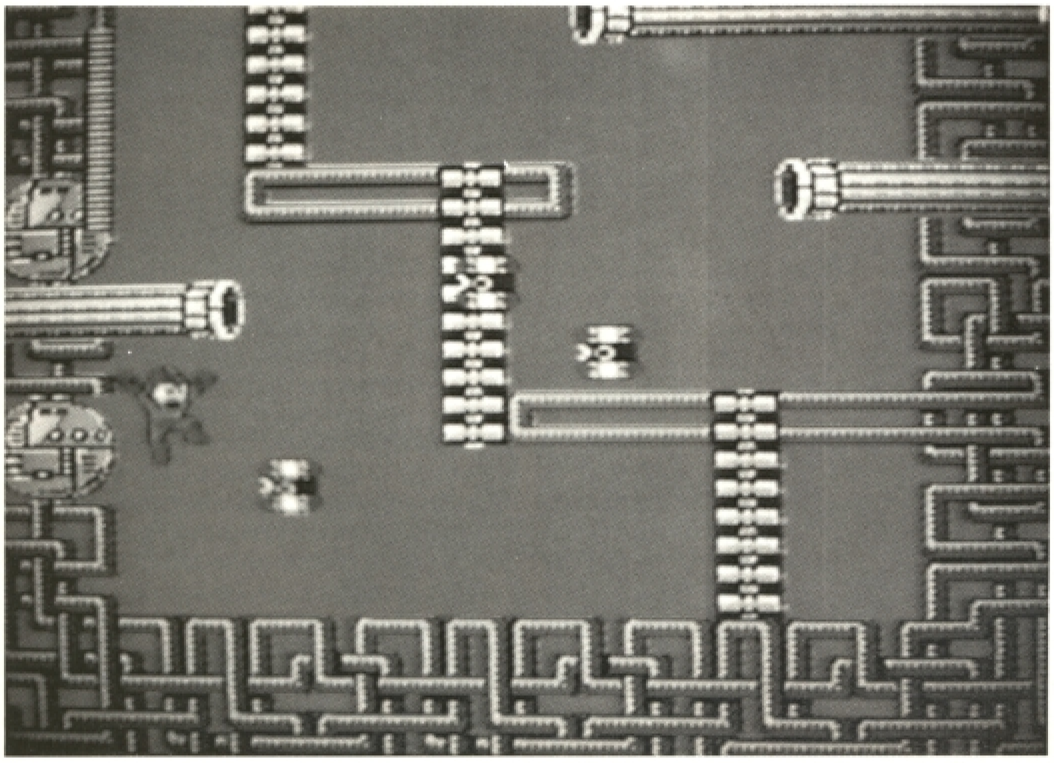


Our lovable hero realises all too late that he's put his pants and trousers on in the wrong order.

levels brings new challenges by the ton – different breeds of baddies to observe and conquer, challenging terrains to master, skills to learn and perfect, brain-teasing puzzles and just about every other element you could possibly wish for from a platform game. The graphics and music are truly perfect in their simplicity, and the visuals in particular stretch the trusty NES's capabilities to formerly uncharted heights.

Another touch of brilliance – as with the original game – is the fact that you can challenge each nasty in any order you fancy, so if you get really stuck on a certain level, there's no reason to jack in the whole caboodle when you can always move on to another level and come back to the bast later. Remember, though: when you trounce a big guy, you can swipe his secret weapon or gadget to help you on your way – and some of them come in *especially* handy in particular terrains, so there are certain orders of playing the levels that make life easier as you progress.

GAMAN II

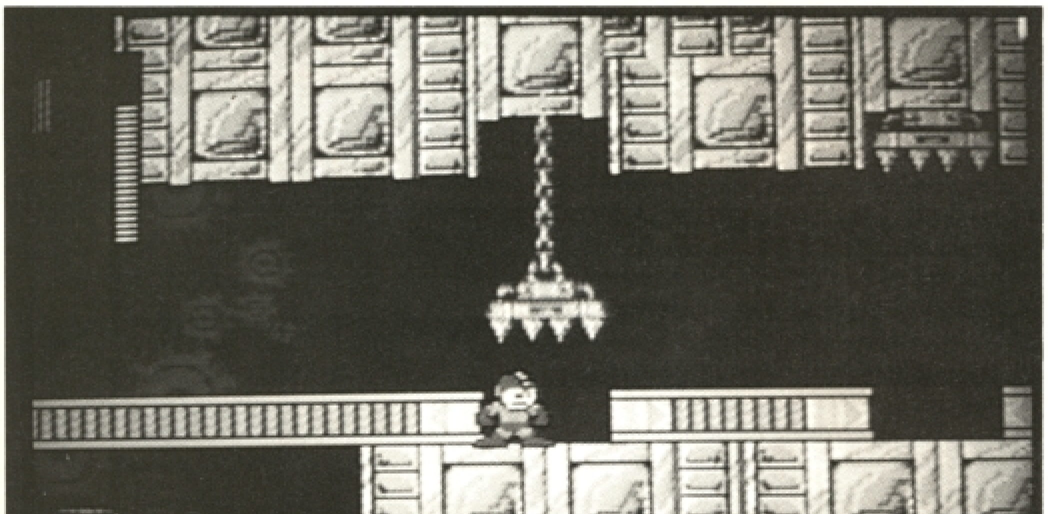


Honestly, Megaman – this is no time to launch into a song and dance routine...

Aside from the many things you can swipe from any stiff end-of-level meanies, there's a wealth of other gadgets to be got. For example, at opportune moments you'll get a pleasant reward from your kindly creator, Dr. Light – one of his latest inventions. The clever old Doc's treats include a rather handy doobrie that allows you to create your own rising platforms and another that cooks up bouncing platforms, as well as jet-powered platforms that give you the opportunity to whizz across the screen, neatly avoiding too-tricky terrains.

Megaman II is a dream of a game. NES owners should put it to the top of their 'must-haves' list immediately or forever be deemed barking mad.

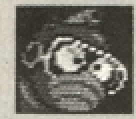
THE VERDICT 96



When it comes to kitchen gadgets, Metalman's hydraulic meat-tenderisers certainly take the biscuit.

MAN TO MAN

Some of what's in store for Megaman and you...



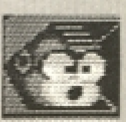
BUBBLEMAN: Dodge the killer frogs and test your platform skills jumping across the face of a waterfall. Then it's time to take an underwater dip and pit your wits against deadly sea-snails, bionic jellyfish, and giant fish that gob huge prawns at you! Bubbleman himself isn't too hard to nail, and his lethal bubble bombs come in pretty handy for keeping your backside covered when climbing upwards.



AIRMAN: To reach him you'll have to traverse the perilous skies, with huge and dangerous Inca heads as your only means of getting through the clouds – a task made all the more difficult by Airman's minions. The big himself is easy to beat when you know how, and his whirlwind-spouting gun is very useful, thank you.



QUICKMAN: A brilliantly challenging level that finds you underground in an unfriendly industrial zone, peopled by all sorts of nasties. You'll be plunged into darkness when you least expect it, and you'll have to be *really* nimble to avoid getting frazzled by banks of laser beams (unless you've got a certain handy gadget). You'll have to be even quicker to outwit Quickman, but triumph and you'll be the proud owner of his boomerangs – which are very quick indeed.



HEATMAN: Heatman is a very well protected dude. Some careful jumping will see you safely over his molten rivers, but his nasty gang of robot beasts are guaranteed to give you gip and dastardly disappearing banks of blocks will need practice by the bucket-load (there's a gadget that could help you, though). Make it through his fortresses, and you'll find that with fire on his side, he's equally well protected personally. Beat him, and you'll be the possessor of some extremely effective powers.



WOODMAN: Jungle drums beat as you battle beastly bats and bunnies overground. Beneath the earth, things get even trickier. Some adversaries here will really take some practice to conquer – especially the big robo-beasts who spit ribbons of fireballs. It'll also take loads of practice to penetrate Woodman's dastardly leaf-shield – but it's a memento well worth persevering for.



METALMAN: There are dastardly foes and all-new tests of your dexterity as you wend your way across massive, powerful cogs. This is one of the hardest levels, and disposing of Metalman is equally tricky, but his eight-way weapon is probably the niftiest going.



FLASHMAN: To get to Flashman, you'll have to negotiate a tricky multi-level maze manned by troublesome nasties and with surfaces so slick that the slightest move in any direction will send you into a helpless slide. A certain gadget will make this level much easier, but getting the better of Flashman and his special freeze-frame power will take quite a bit of thought and practice....



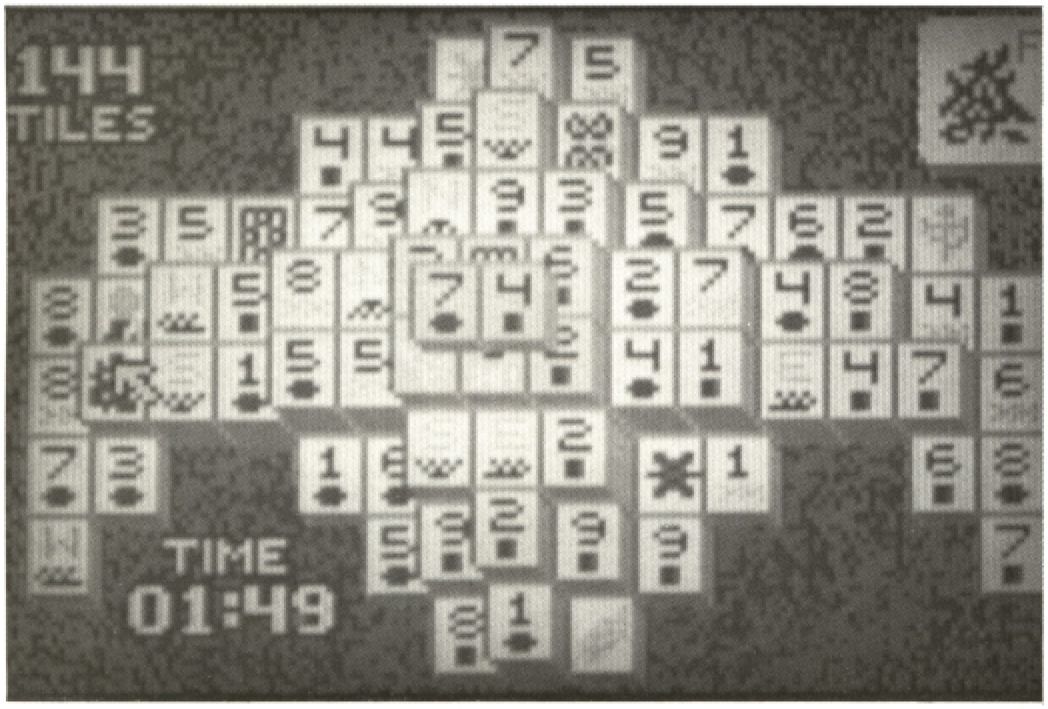
CRASHMAN: Work your way upwards via a network of ladders, but beware the robot-burgers: a hit could send you tumbling back down. Once you've scaled the dizzy heights there's a series of rooms which can only be negotiated by thumbing a ride on a passing platform – but those nasty little burgers are everywhere, waiting to send you back to terra firma. Crashman is tough – but if you've got the right equipment, mashing him (and swiping his powerful blasting equipment) is a piece of cake.

SHANGHAI

£29.99/Mediagenic/Lynx

Here's an Oriental strategy-based puzzler that's as old as the proverbial 'hills', and, like all the best brain teasers, it's one of those blighters that takes a couple of seconds to get the knack of and several millennia to get the better of.

Here's the beef: you've got 144 tiles stacked up in a special formation and the aim is to get rid of the whole lot. They can only be removed either in identical pairs or, in the case of flower or season tiles, in pairs of the same type. But here's the catch: you can only move a tile that is 'free' – that is, one with no tiles on top of it, and none next to it on at least one side.



Here we see the traditional "Dumbo" tile formation.

As far as this particular version goes, it's certainly one of the best I've seen, beating both the Gameboy and Sega Master System. The choice of seven different puzzle formations is certainly an added bonus, as is the choice of three – count 'em, three!!! – different two-player modes, but the thing that really places it a cut above the rest is a simple but deeply nifty touch: a corner panel that displays an enlarged version of the tile your pointer is hovering over. This neatly saves you the hassle of accessing an options menu in order to remind yourself what any of the symbols mean, or identify a partly hidden tile – things you'll want to do quite often.

This kind of game obviously isn't everybody's cup of Ribena, and won't necessarily even appeal to every puzzle-game fan – it's slow, pretty basic and, frankly, not always rivetting stuff but having said that, it undoubtedly has that certain *je ne sais quoi* that keeps you coming back to it again and again. After all, not many puzzle-games can boast a 3,000 year history!

THE VERDICT 78

SHADOW DANCER

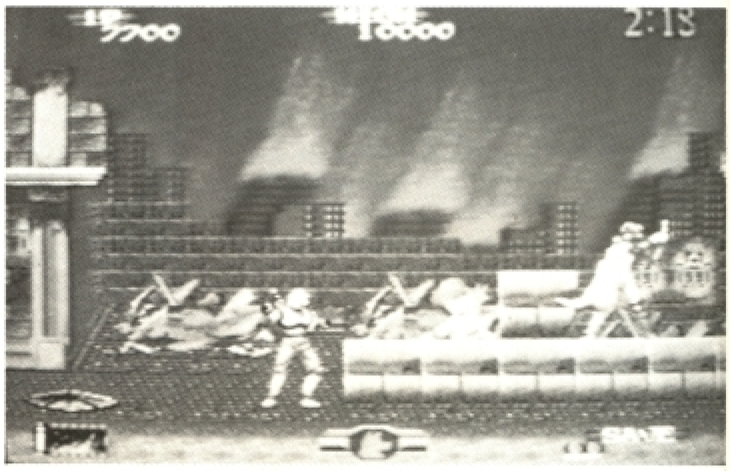
£TBA/Mega Drive

Shadow Dancer is an arcade conversion that isn't an official follow up to *Revenge Of Shinobi*, but could easily be mistaken for one. And seeing as many would say that *Revenge Of Shinobi* is one of the best games available on the Mega Drive, it has one heck of a lot to live up to – and it doesn't stand up to comparison. It's a fair bit easier and doesn't feature, amongst other things, the tactical challenge of learning which kind of magic is right for particular situations – you just get what you're given.



Shinobi enjoys a bit of DIY in his spare time. As you can see, he's a dab hand with a spirit level.

If you don't try to compare it, however, *Shadow Dancer* is not bad at all – perfectly playable, stuffed with challenging and interesting baddies and end-of-level big-enchiladas, and reasonable visuals. The occasional bonus levels – which give you a handy opportunity to earn extra lives – earn a thumbs-aloft, and another show of thumbs is due for the clever addition of *Shinobi's* four-legged friend into the proceedings. A short spell holding down a fire button will charge up the old faithful, and releasing said button will send him zooming off ahead of you, grabbing the nearest bad-mash by the neck, effectively holding him powerless for a short spell. This leaves you free to deal with more pressing matters, or simply to send your foe off to that big ninja commune in the sky without giving him any sort of sporting chance of retaliation – 'cos that's the kind of guy you are. You'll also find some situations where Fido is nothing less than essential to your progress, such as in pitch darkness when you can send him ahead to pick out lurking nasties using his doggy senses. Without him, your only warning that a foe was nearby would be a fatal shuriken up the jacksie, so to speak. But never over-estimate your canine cohort. Send Fido to tackle a baddy too big, and he'll turn into a tiddly puppy for a bit, and do little more than yap around your feet.



Tell you what, Fido – you deal with that homicidal maniac, and I'll make this poor young lady a cup of tea.

If this kind of thing is your bag, *Shadow Dancer* is a purchase you won't regret – just don't hand over your greenbacks expecting *Revenge Of Shinobi II*, 'cos, frankly, this ain't it.

THE VERDICT 78



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COMPUTER AND TOY STORES

CRYSTAL TIPS*

*AND ALISTAIR

Facial Hair alert! The erstwhile faithful Gutsy tips has entered into an unholy alliance with the strange but hirsute adventuring section. The result of this blasphemous coupling is a series of solutions to those new fangled 'arcade-adventures'. Henceforth, my sons go forth yonder and partake in a myriad of solving. (Oh my God, I'm even beginning to talk like an 'adventure person'.)

HERO'S QUEST

Good little adventure game this. Bit slow on the Amiga and ST, but very playable on the PC. **Sam Turner** and **Stephen Clement** both sent in a solution, so here they are.

The aim of the game is to free the Baron's son and daughter, and then rid the land of Baba Yaga. Most of the tasks that lead up to this great achievement can be done in any order, so here's how to tackle them individually.

1. ERNANAS PEACE: here you can refresh yourself with the fruit, pick flowers for the Dispel Potion, or pick flowers to sell to the Healer, or if you have the Open Spell you can open the grave to learn the Calm Spell.

2. THE OGRE AND CAVE: if you're not tough enough you can save the ogre for later disposal by casting a Calm spell and walking by, or you can kill him on the spot. He carries a chest which can be picked or smashed. The bear in the cave is easily overtaken once fed with your rations. In the next room things get tricky. If you have no magic or thief abilities then you're in big trubs. If you are a thief you can sneak over to the Kobold remove the key and pick the invisible chest which I have indicated with a box on the map. Then leave. If you are a magician you can cast a fetch spell, followed by a trigger spell, then a fetch spell. If the last fetch spell doesn't work you can cast a dazzle spell then run off to get the treasure then leave. Once you approach the bear again, unlock him. Watch and listen – for this is the Baron's son. Then leave the cave, watching out for the ogre.

3. SPITTING SPIRES: not a disease but plants spitting seed about. Pick up some rocks then throw them until you knock the seed to the ground, pick it up.

4. THE WITCH'S DOMAIN: Baba Yaga lives in the house. To get in you must put the gem you get from The Brauggi into the skull. He will now let you in the gates. Not moving from where you are type "Hut Of Brown Now Sit Down". You may enter the house. The first time you visit she will tell you to get Mandrake from the cemetery, after scaring you a bit first. Do as she says, she will be paid back at the end of the game.

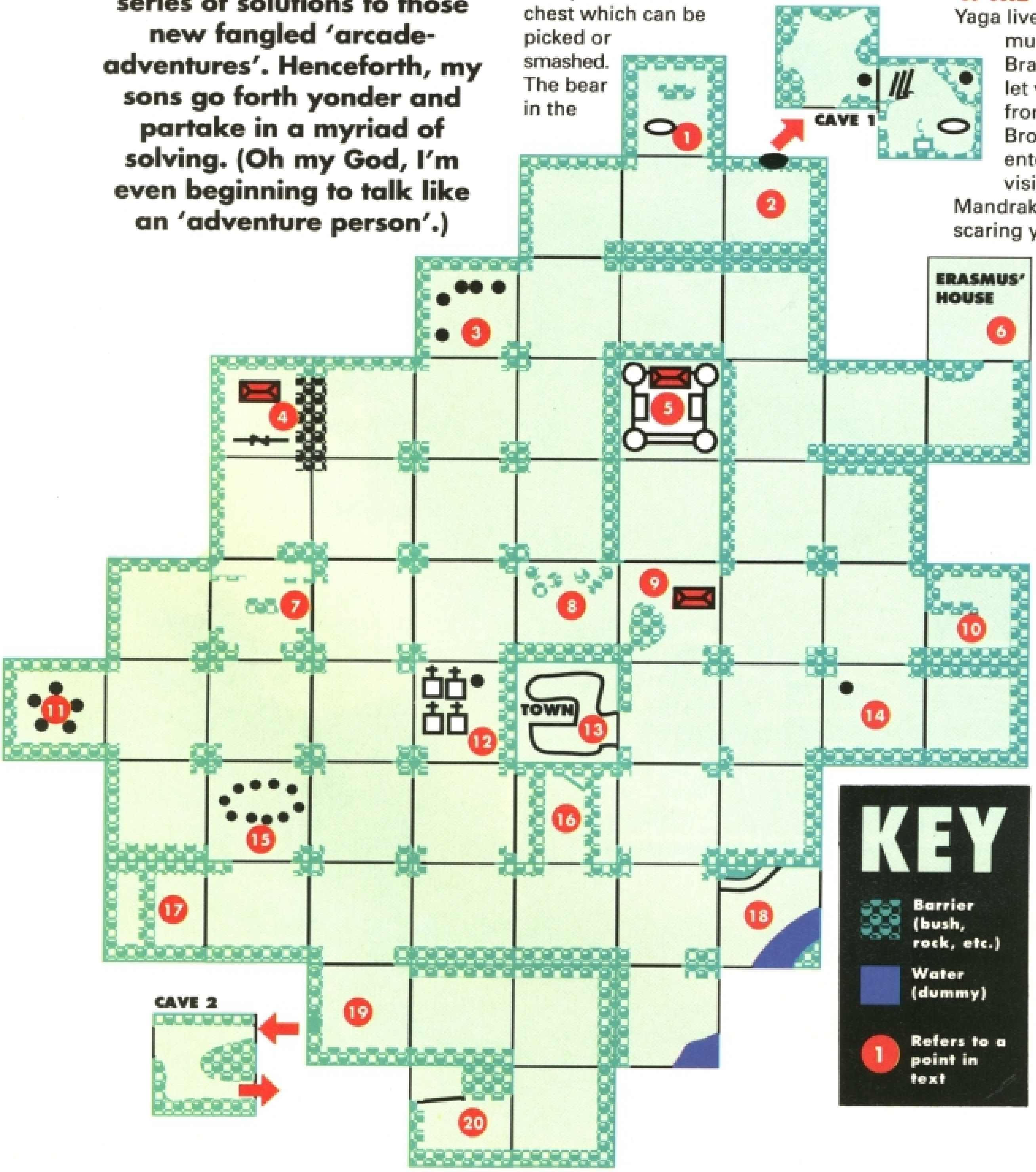
5. THE CASTLE: it is in fact a castle. Just ask the gatekeeper to let you in. Here you can train with the Weaponsmaster if you are a fighter. You can also get a job at the stables. If you get a job when "Sunset Approaches" you can sleep in the stables too.

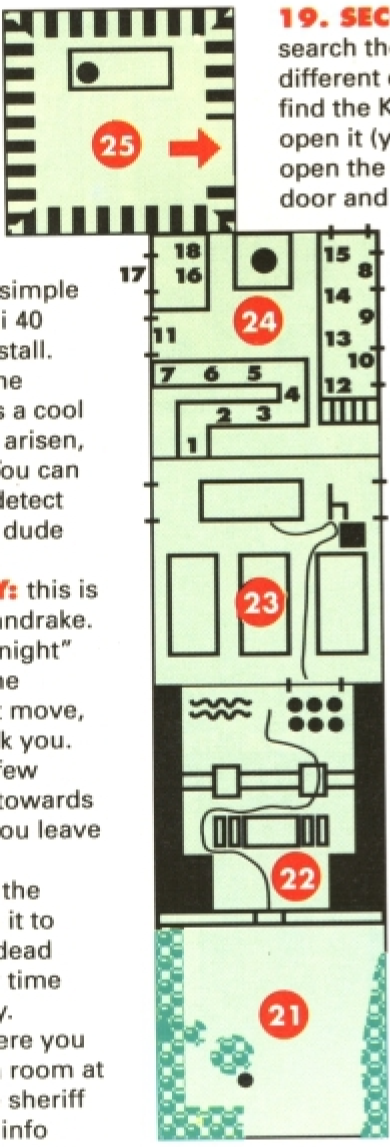
6. ERASMUS' HOUSE: here after answering the entering questions you can talk to the wizard, or if you are a magician you can play the mages maze. The rules are explained in the manual. Win and you get the Dazzle spell.

7. THE GOBLINS: a bunch of goblins. Unfortunately long range weapons don't work here so it's all hand to hand (or whatever goblins have). The first time you visit, only one goblin attacks, the second time two goblins attack and so on. The good thing about these goblins is the fact that they're wimps, so you can come here to gain Strength points or Weapon Use points. You can also scag a little cash from them.

8. THE CENTAUR'S GARDEN: easy peasy. You get points just for asking him about the brigands.

9. THE HEALER: you can





buy all sorts of stuff from her. She makes the Dispel potion once you have given her all the ingredients. You may also sell her ingredients.

10. THE BRAUGGI: this bit's simple – just give the Brauggi 40 Apples from the fruit stall.

11. THE MEEPS: The leader of the Meeps is a cool cat. When a head has arisen, ask about green fur. You can gain green fur and a detect magic scroll from the dude that pops up.

12. THE CEMETERY: this is where you get the Mandrake. In the "middle of the night" enter the bottom of the cemetery. If you don't move, the spirits won't attack you. When there are very few spirits on screen run towards the top. Just before you leave the screen grab the Mandrake and run to the Witch's house to give it to her. You may use Undead Unguent for a calmer time but it is not necessary.

13. THE TOWN: here you can buy a meal and a room at the Inn, info from the sheriff and the guildmaster, info from the beggar in the alley, equipment from the Dry Goods Shop, apples from the fruit stall, and ale (don't drink anything else) from the bar. Some time before the 6th day you may find a note on the floor of the bar, read it and do as it says. If you are a thief the entrance to the guild is in the bar.

14. THE FOX: this fox is trapped, so free him.

15. THE MUSHROOM RING: this is where you get Mushrooms for the healer. At night you may find Fairies here, ask for their fairy dust, but remember to bring a flask to put it in.

16. ARCHERY RANGE: at any time you may come here to throw daggers at the board, thus improving your throwing skills. When instructed by the note to come here, make sure you enter from the sides as the bushes provide cover. When Bruno has left, hang about for a bit, then leave as well. Come back to the range from the bottom when you see Bruno waiting in front of the town. Then kill the other brigand and search him.

17. THE DRYAD: this is who you give the Spirea seed to. She'll then give you the ingredients to the Dispel potion. Give all ingredients to the Healer who'll make the potion.

18. THE 'ERMIT: throw rocks at door until he appears, showing you the ladder. If you have Detect Magic the spell will show the ladder. Climb it and step to the right. Knock. Enter. You may sleep here at night, but not well. Some points may be gained by asking questions. Henry has a Trigger scroll.

19. SECRET DOOR: if you have a key search the rock that seems a slightly different colour from the rest. When you find the Keyhole, unlock the door and open it (you will need a Strength of 40 to open the door). Stand in front of the door and type 'HIDEN GOSEKE' then enter. Once in the cave leave through the entrance indicated by the arrow on the map. You will come out at 21.

20. AMBUSH: if you're tough enough you can get to 21 by force. Run up the log, jump it and then kill the three brigands. This is hard.

21. BRIGANDS FORTRESS: if you cast the Calm spell, do it when you enter the screen. Then either cast open or smash down door. If you can't cast Calm you must fight the Minotaur.

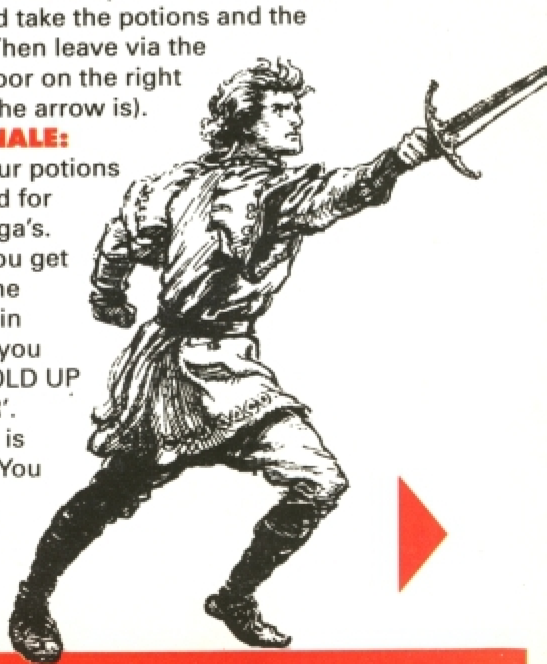
22. INSIDE THE GATES: there are many traps here so follow the route on the map. Where the trail stops you will have to jump.

23. INSIDE THE FORTRESS: once again I have marked the general trail to follow. Close the door, walk up to the 2nd door and move the chair, then move the candles, then walk round to the side of the table. Now jump onto the table. Then open the door.

24. ME'S ROOM: when you enter this room ask about Yorick then ask about the Dispel potion. Now follow the numbers on the map. First from 1 to 7, you should emerge at 8. Now go from 8 to 10 and you'll appear at 11. Pull the chain then walk back. You'll emerge at 10 so follow 12 to 15, enter the door and you'll emerge at 16. Walk to the right until you're in front of the door marked on the wall. Now type 'Open Door' and while the doors are shaking move to the left. When the door has fallen walk to 18 and open the door.

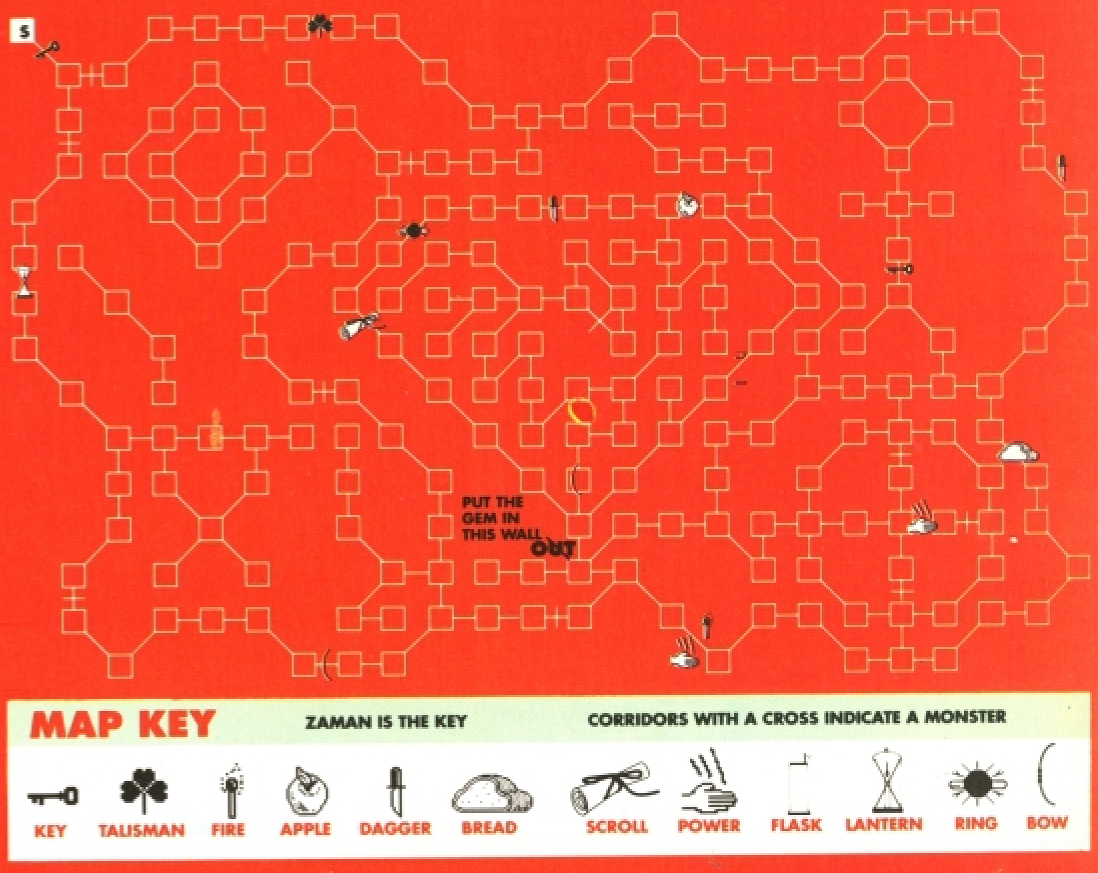
25. ELSA: upon entering walk towards the table. As she jumps over, type "Splash Dispel Potion" and she will change. After they leave, walk to the table and take the potions and the mirror. Then leave via the secret door on the right (where the arrow is).

THE FINALE: drink your potions and head for Baba Yaga's. When you get in and the witch is in front of you type 'HOLD UP MIRROR'. The rest is history. You have finished *Hero's Quest.*



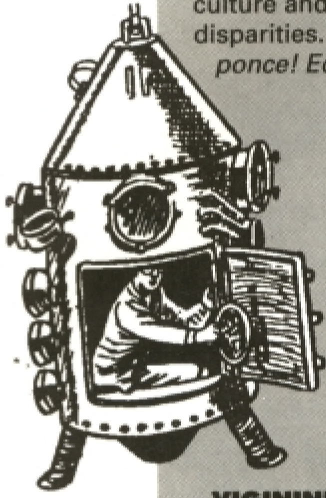
OBITUS

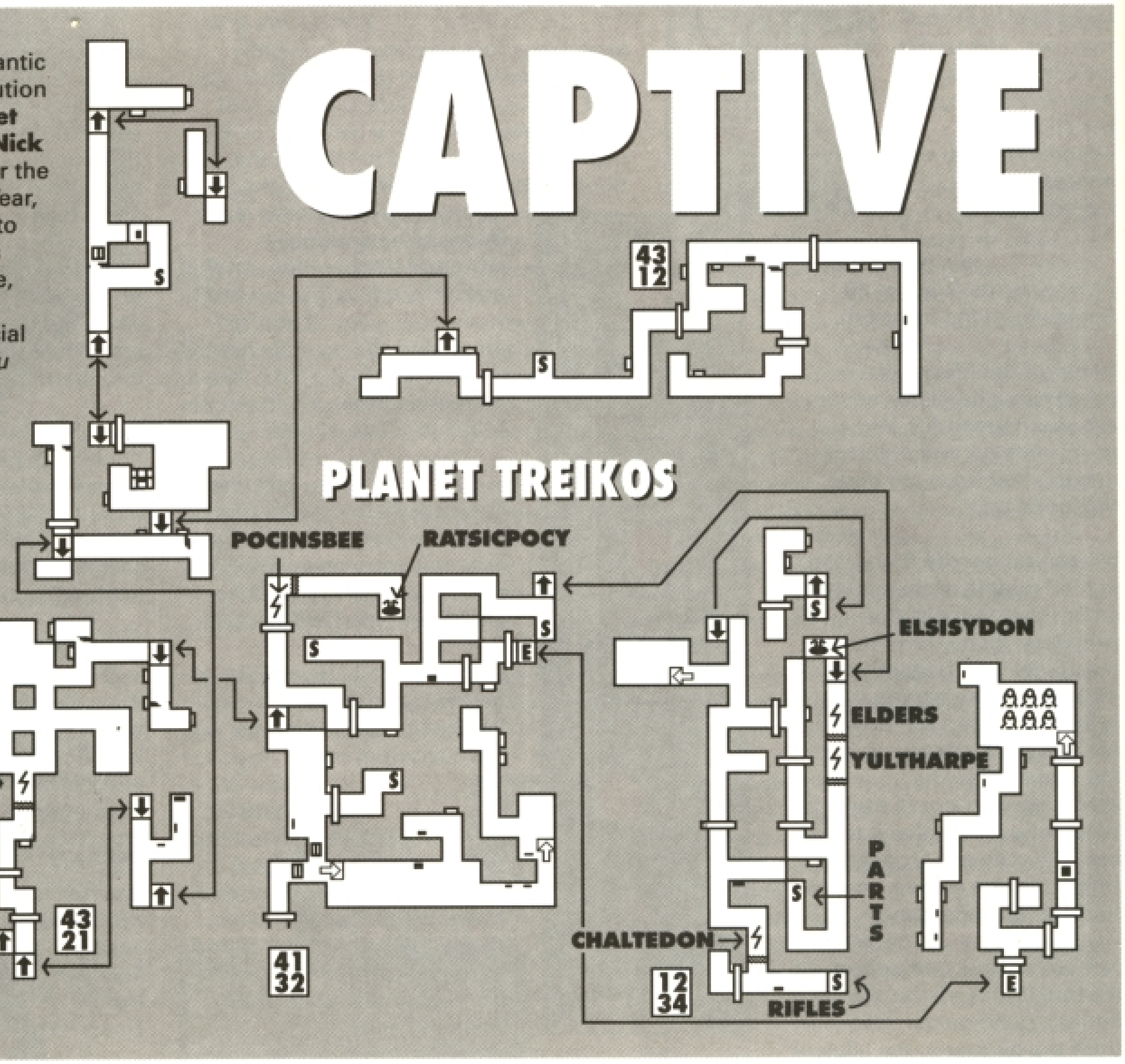
Most people who have bought this Psygnosis RPG will have mapped the obvious locations, but bet you haven't mapped the entirety of the catacombs. So here's the map, courtesy of **Brain Davidson**...

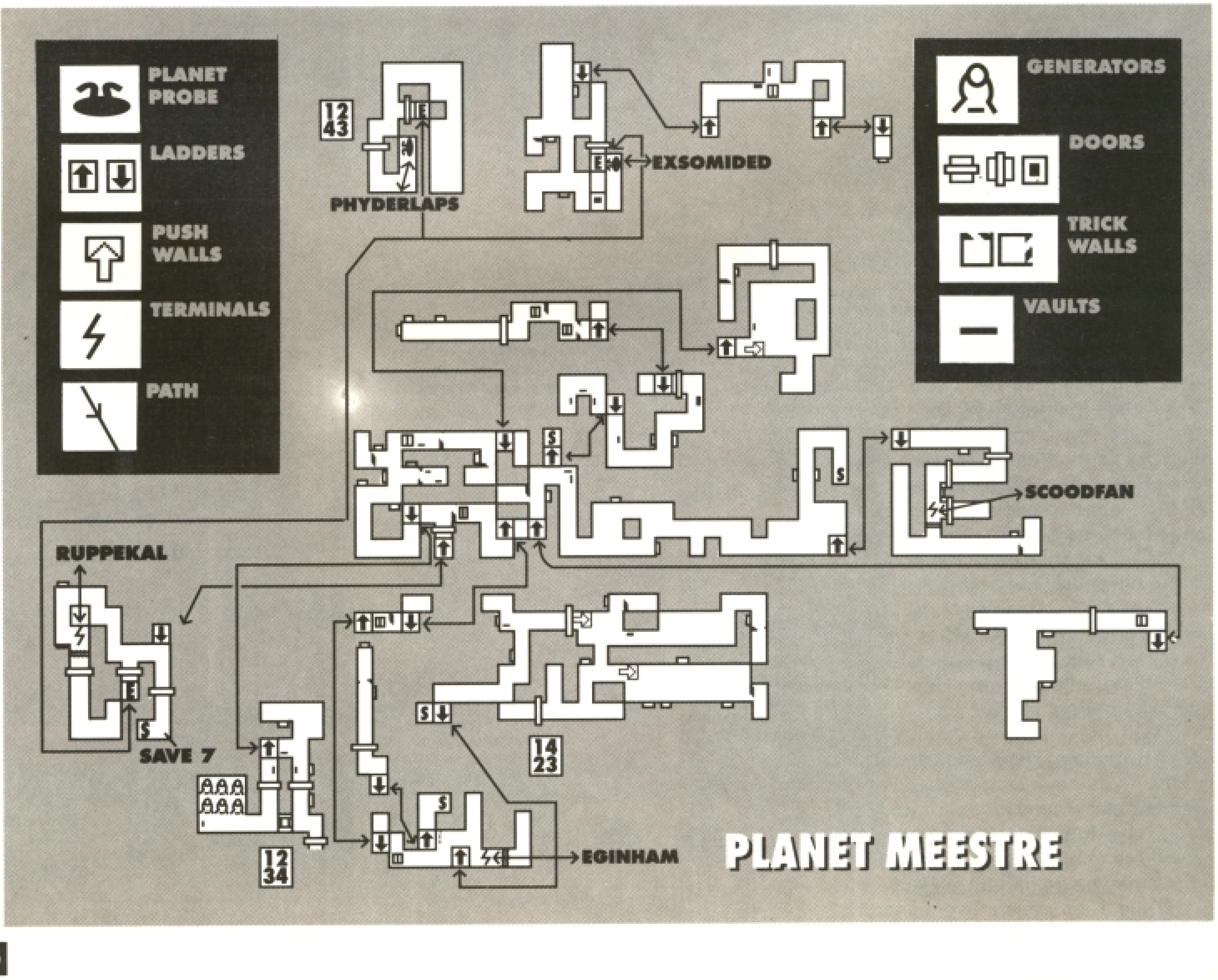


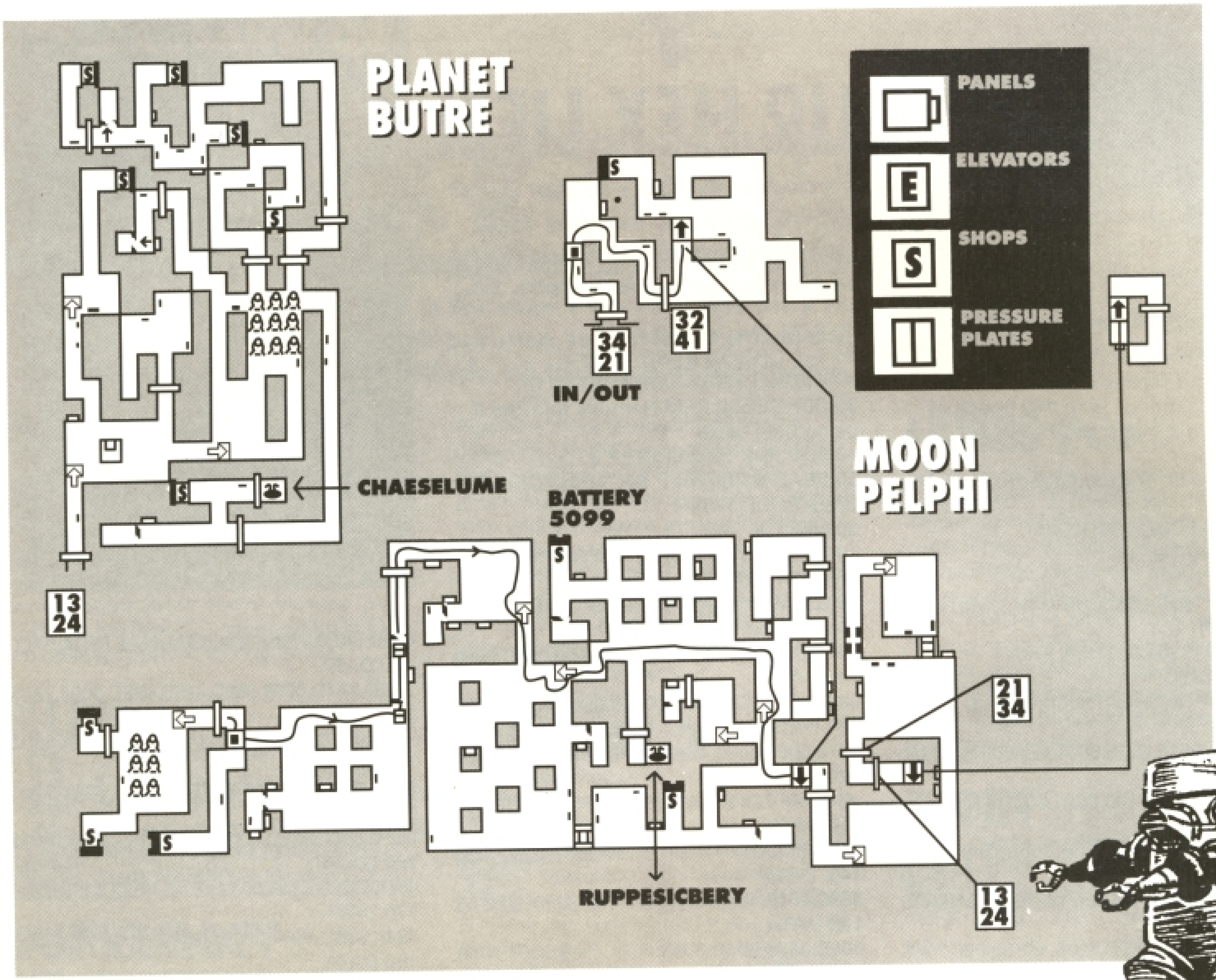
CAPTIVE

A Pan-Atlantic contribution from **Bret Shepard** and **Nick Peters** here, for the Game Of The Year, *Captive*. Good to see shandiness spans the globe, transcending culture and social disparities. *(You ponce! Ed.)*











DAMOCLES

Now that the *Damocles Mission Disk* is out and dying to be solved, we thought we'd print the complete solutions that have been fattening the files since the beginning of ZERO. So cheers to **Glenn Urquhart, Mr. M. D. Sidebottom, Phil Thompson, Tony Guiney, Paul Simpson,** and **David Sandells**.

USEFUL LOCATIONS

ON THE PLANET ERIS

Capital City: 12:14 (Post Office), 9:7 (President's Building), 14:05 (Power Generator), 15:13 (Lawson Bank HQ).
Bare Island: 02:04 (Airport), 06:05 (Labs), 07:04 (Admin), 06:02 (Sales).
Snow Island: 03:00 (Post Office Sorting), 03:04 (Trading Post), 06:04 (Wine Bar).
Velos City: 04:01 (TV Studios), 04:05 (Ad Agency), 04:07 (Trading Post).

ON THE PLANET GAEA

Ur City: 01:02 (Industrial Co-op 1), 05:02 (Industrial Co-op 2), 07:01 (Hantzen's House).
Chaldea: 06:06 (Bank of Gaea), 05:06 (Trading Post), 04:01 (Apartments).
Vulcan Island: is at 08:08.

ON THE PLANET DION

Birmingham Island: 00:07 (Lawson Bank), 00:10 (Eris Temp HQ), 1:11 (Gaea Bank), 2:11 (Novagen Office).

SOLUTION



1. Starting on Eris Capital City, follow the instructions until you obtain the spacecraft.
2. Still in the Capital City, go to 09-02 and collect the Anti-Grav from the basement. Then go to the shop at 14-15 and sell it for 100,000 credits.
3. Fly to Snow Island and go to 03-00. Collect the cupboard, press 'ENTER' on the keypad and you find out it is actually NOVA TRIGGER 2 – turn it on.
4. Fly to Bare Island and go to 06-05 and collect the 'B' key from the basement.
5. Fly to Metis and go to 05-06. When you enter the building you will see a table straight ahead of you. Walk into the wall behind the table and a hidden door will open. Enter the new room and collect the wash basin (NOVA TRIGGER 4) and turn it on.
6. Fly to GAEA and go to Ur City. Go to 07-01 and you will find Professor Hantzen's Lab (you need the 'B' key here). Collect the sidéboard (NOVA TRIGGER 1) and turn it on.
7. Still in Ur City, fly to 09-02 and collect the Novabomb.
8. Now fly to CHALDEA (still on GAEA) and go to 05-06. You will find a shop selling a Hi-Fi. Buy the hi-fi with the money you got from selling the Anti-Grav. The hi-fi is NOVA TRIGGER 3 but don't turn it on yet!!
9. Now fly to Damocles and land on the comet. Drop the NOVABOMB and retreat to a safe distance away from the comet. Now turn the final NOVA TRIGGER on and blow DAMOCLES apart.
10. Er...
11. That's it.

IMPROVE YOUR HEX LIFE!

While you lot are stuffing yourselves with Easter goodies, spare a thought for that old martyr, *Jon North*. He'll be slaving away in order to crack some more corkstrous routines. (*And he thinks we believe him. Ed.*)

DEATH TRAP (AMIGA)

Gavin "Grandmaster Funk, but you can call me Grandmaster" Wood is first up this month, with this bunch of numbers to bung in and RUN.

```
10 REM Death Trap by Grandmaster
Funk
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 165
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01330420 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2640
90 DATA
6612,4E75,0000,D100,0001,0002,0000,0030
100 DATA
0000,0400,70FF,4EAE,FEB6,4BEB,0048,3AC7
110 DATA
429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
120 DATA
2A8D,2B4D,0008,589D,4295,4BEB,0008,7A05
130 DATA
1A85,41ED,0038,5C8D,2AC8,3A86,41FA,00DC
140 DATA
9080,9281,224B,4EAE,FE44,4A80,66A4,224B
150 DATA
D6FC,0100,337C,0002,001C,41E9,0024,4BF8
160 DATA
3400,3E3C,D000,48D0,2880,3346,0012,4EAE
170 DATA
FE38,33FC,7FFF,00DF,F096,33FC,7FFF,00DF
180 DATA
F09A,41FA,0006,21C8,0020,46FC,2700,4FF9
190 DATA
0008,0000,D7C7,204F,2123,5947,66FA,2248
200 DATA
363C,8024,3A3C,0321,47FA,0030,701F,D648
210 DATA
3210,9243,D25B,30C1,51C8,FFF4,51CD,FFEA
220 DATA
337C,4A78,6346,337C,343C,3770,337C,303C
230 DATA
3D86,337C,6002,6714,4ED1,ADC1,8440,304A
240 DATA
D4A4,6E52,8771,D8FB,D02D,45E2,BB47,4C51
250 DATA
FF93,6D66,EE66,974F,B04B,F96C,A27B,69F1
260 DATA
2F33,0B93,7B70,F6F1,9CC4,4B1F,5E73,313B
270 DATA
3D6F,C55B,F0CE,4FD8,B713,7472,6163,6B64
280 DATA
6973,6B2E,6465,7669,6365,0000
```

THE SPY WHO LOVED ME (ST)

Here's an ST routine from **Magitt** of the Amigos. (Mr Magitt, I like your Bat Utility disk, apart from that awful soundtrack at the start.) It gives infy lives.

```
10 REM The Jon North.
20 T=0:OPTION BASE 1:DIM
A%(1024):CHEAT=VARPTR(A%(1))
30 DEF SEG=0:REM Remove this line if
using new basic
40 FOR X=0 TO 203 STEP 2
50 READ B$:B=VAL("&H"+B$):POKE
CHEAT+X,B:T=T+B
60 NEXT X
70  IF T<>&H0014B79E THEN PRINT
"ERROR":STOP
80 BSAVE "SpyCHEAT.PRG",CHEAT,204
90 DATA
601A,0000,00AC,0000,0000,0000,0000,0000
100 DATA
0000,0000,0000,0000,0000,0000,4FFA,01FE
110 DATA
4879,0000,0300,487A,FEF4,4879,004A,0000
120 DATA
4E41,4FEF,000C,487A,0050,3F3C,0009,4E41
130 DATA
5C8F,3F3C,0007,4E41,548F,4267,487A,0036
140  DATA
3F3C,004E,4E41,487A,002F,487A,002B,487A
150 DATA
005B,4879,004B,0003,4E41,4FF9,0007,7FF0
160 DATA
2F40,0004,2240,0680,0001,898E,2040,5250
170 DATA
4EE9,0100,2A2E,2A00,1B45,496E,7365,7274
180 DATA
2054,6865,2053,7079,2057,686F,204C,6F76
190 DATA
6564,204D,6520,6469,736B,2061,6E64,2070
200 DATA
7265,7373,2061,206B,6579,0061,7574,6F5C
210 DATA
7370,792E,7072,6700,0000,0000
```

AWESOME (AMIGA)

This game is awesome. And it's on the Amiga. Probably explains the subheading, eh? This blippo gives infy lives and oxygen, which is, by most people's standards, better than a kick in the groin. Probably. Bung this in and RUN it.

```
10 REM Awesome by Jon North
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 161
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01725903 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2840
90 DATA
6612,4E75,0000,0600,0001,0002,0000,0030
100 DATA
0000,0400,70FF,4EAE,FEB6,4BEC,0048,3AC7
110 DATA
429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
120 DATA
2A8D,2B4D,0008,589D,4295,4BEC,0008,7A05
130 DATA
1A85,41ED,0038,5C8D,2AC8,3A86,41FA,00D4
140 DATA
9080,9281,224C,4EAE,FE44,4A80,66A4,224C
150 DATA
D8FC,0100,337C,0002,001C,41E9,0024,9BCD
160 DATA
48D0,3080,3346,0012,4EAE,FE38,41F8,0200
170 DATA
3948,009C,45FA,000E,707F,20DA,51C8,FFFC
180 DATA
4EEC,000C,47F8,624E,49F8,6000,6166,3D7C
190 DATA
7FFF,009A,49FA,005C,47F8,6F8E,6156,47FA
200 DATA
005E,7209,7000,301B,7400,0580,2840,6704
210 DATA
343C,4A79,3882,51C9,FFEC,49F8,0A34,47F9
220 DATA
0000,C6C4,377C,6062,FF9C,6128,49F8,47E6
230 DATA
33FC,601A,0000,E65C,397C,4A79,3B2C,397C
240 DATA
6066,1CF6,47F8,6544,610A,31FC,0A8C,0238
250 DATA
60AC,4E40,36FC,4EF8,548F,369F,4ED4,41C6
260 DATA
4218,4282,85B4,8614,8626,8646,9152,C1C3
270 DATA
C1EF,7472,6163,6B64,6973,6B2E,6465,7669
280 DATA 6365,0000
```

DO WHAAAAAT??



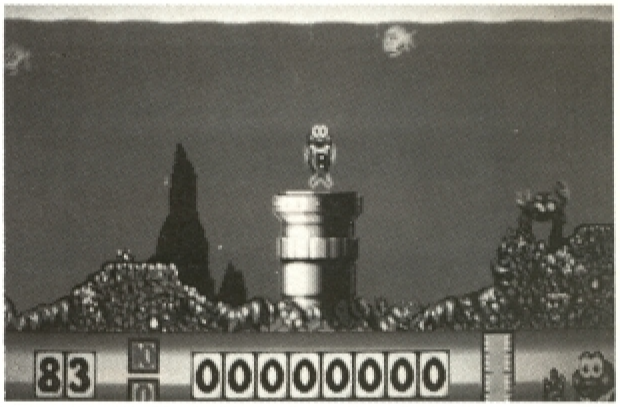
This bit was originally going to be called "Do What", but the 'A' key got stuck. Load Basic, then type in the listing as shown (save it onto a blanky if you want it again). Now bung in your game disk and ignore requesters telling you it's been covered in goo. Now run the listing, and if all's well, it'll load the game for you, bung in the cheaty bit and start it. If, however, all isn't well, check the numbers because at least one of them is different to the listing. Or maybe it's just that I just can't type. Try it anyway – it'll be a nice surprise.

This is the "audience participation" bit of the page. The bit where you, the audience, get the chance to participate (stands to reason really, doesn't it?). Send your stuff to me, Jon North, at the usual ZERO address, unless you don't want to participate, in which case, don't. Party pooper. If your stuff gets printed you'll get a game or a T-shirt or something else. So get going and I'll see you next month.



GUTLESS GULLY

Oh yea, oh yea, oh yea! This is for thee who lack not only the contents of a normal stomach but also suffer from a curious malady whose symptoms include an absence of backbone.



ROBOCOP 2

Sean Dixon kicks off this month. "In the Shooting Gallery," he says, "don't move the joystick. When the score comes up you will have shot 1186 targets" And while you're about it why not type in 'SERIAL INTERFACE' then use F9 to top up energy, and F10 to skip levels.

KLAX

To play last screen of the game that sounds like an anti-bacterial mouthwash (and plays like it as well actually) hold down CTRL+4 during the game. Thanks to **Scott McMillian** for that.

SUPREMACY

About a million people sent in this anomaly, but **Stuart Cale** had the neatest handwriting (*You're so fickle. Ed.*). The tip goes as follows: if you scrap a solar satellite on a planet with no reserves of fuel, you will gain 30,000 tons of the stuff.

BSS JANE SEYMOUR

BSS Jane Seymour is the most ridiculous name for a computer game I've ever heard, which is ironic since, the guy who sent in some level codes is called **Kevin Twigger** (which is a very silly name). Level 2 – SLUMBER, 3 – INTEREST, 4 – BULKHEAD, 5 -SHOWROOM, 6 – MUSHBASH.

MAD FRENCH PERSON

No mailbag would be complete without a token bizarre letter from a mad French person. Well, **Jesmar** sent one from France, together with a picture of him in a suit at a wedding or something. Great. Thanks. In his letter he says he likes "good games, nice games and sexy games." I'd hate to be your pet dog, Jes.

Anyway, Jesmar did send some cheats in. See if you can make some sense of them. The first one's for *The Plague* – "A very nice shoot 'em up doesn't it". Hold down all mouse buttons and the fire button of the joystick until "on the screen appear that man with a face of a monkey". This cheat also applies to *Saint Dragon* apparently. And there's another for *Legend Of The Lost*. To access any level, use EDLER as a password. "But now you must print these cheats on ZERO". Yes, Jesmar. If you say so.

KICK OFF 2

Gazzzzzzzza! Lineeeeeker! Wah-wah-waddle! The spectre of The World Cup still hangs over us, doesn't it? Who can watch a football match these days without wondering where Gazza is? Who can watch any TV programme, for that matter, without wondering where Gazza is? Anyway, **Daniel Pemberton** has found that if you keep pressing 'R' when you take a penalty, you'll see where he's going to kick it.

DEFENDER II

The Yak himself, Jeff Minter, famous for the classic *Attack Of The Mutant Camels*, remixed the classic *Defender* for the Nineties. Here's a cheat for it (from **Daniel Pemberton** again): just type 'GOATY' to make yourself invincible.

GHOSTBUSTERS II

Old game, yes. Crap game, yes, yes. But it has just been re-released in the Hollywood Compilation so why not print a new cheat for it? When the word Activision appears on the screen press CTRL+ALT+S+U to give you infinite courage on level 1, infinite slime on level 2 (bleurgh!), and nothing at all on the third level. Cheers to **Robert Palazzoli** for that.

SLY SPY

"Your reputation preceeds you **Mr. Palazzoli**." Enter your code number as 0-0-7 and during the game type 'SHAKEN NOT STIRRED' for infinite credits. Try it with and without spaces.

JAMES POND

A little ironic juxtapositioning, here I think. *Sly Spy* next to *James Pond*. Very, very, very ironic indeed. Meanwhile in sane ville... on the Amiga version of this brill, ecology-concious lobster 'em up, type JUNKYARD and hit RETURN while playing the game. However, on the ST version, type MR2 and do the same. Now RETURN toggles cheat mode on/off and D makes the locks disappear off the next mission pipes.

Z-OUT

Have more fun in this heinously difficult shoot 'em up with **Paul Miller's** excellent simple cheat mode: press J and K simultaneously for infinite energy. Then Press 'J' and any number from 1-6 to skip levels.

OPERATION THUNDERBOLT

To get the laser sight all game, just tap these keys in order: f8, f7, f6, f5, f4, f3, f8 and then f1, f1, f1 during a one player game, or f2, f2, f2 during a two player game. That's it.

THE LIGHT CORRIDOR

Here are some level codes for a rather neat (if weird) French game from those Infogrames chappies sent in by **Dougie Hare**: 3305 (level 10), 6811 (level 20), 5518 (level 30), 1825 (level 40) and 9932 (level 50).

SEND SEND SEND!

We needs tips – from you! Solutions, maps, cheats, weird effects – all that. If you send in tips though, please make sure that they're legible and coherently written. Honestly, there's microscopic pond life that can punctuate sentences better than some of you. Send to: **David McCandless, 'Adventure Game Players? What A Bunch Of Nonces', Crystal Tips, ZERO, 14 Rathbone Place, London, W1P 1DE.** Best contribution receives a software prize.

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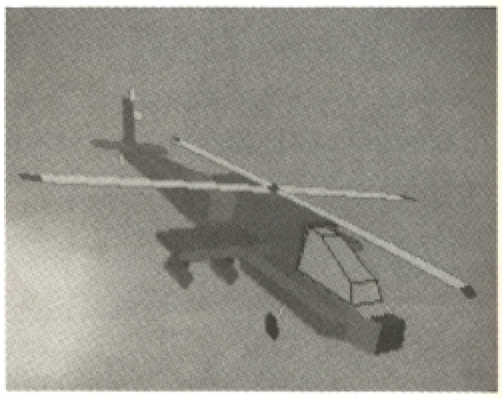
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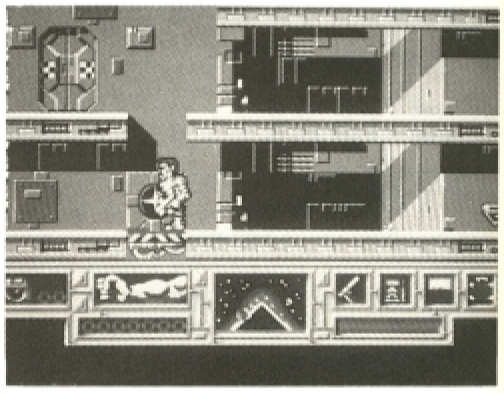




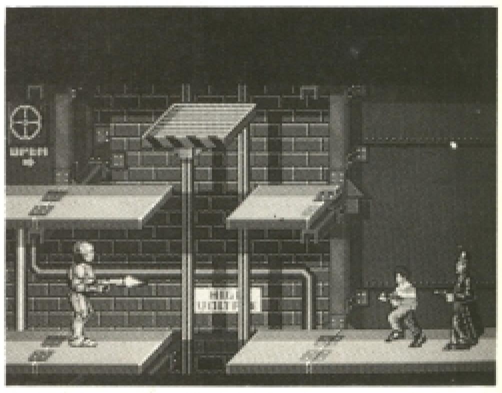
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BILLY THE KID
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TOTAL RECALL
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*Okay, maybe not quite a million – but you'll be famous... well, um... maybe not!

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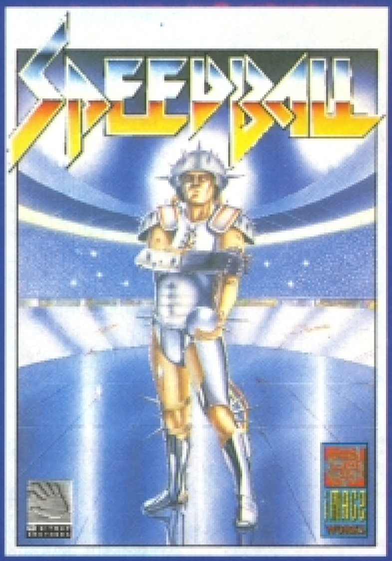
Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT. For details of winners please send an SAE to: Pepperoni Winners, PO Box 1640, London. NW1 8NG Please ask your parents permission before you call. Average length of the call is 5.5 minutes and we advise that you ring at cheap rate.

MIRROR IMAGE

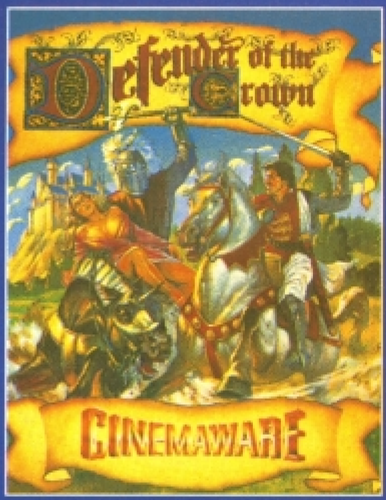
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ARE *YOU* CLEVER?

- DO *YOU* KNOW AS MUCH ABOUT THE AMIGA AND ST AS NORRIS McWHIRTER KNOWS ABOUT OVER-SIZED VEGETABLES?
- WOULD *YOU* RATHER FIX YOUR RS-232 THAN SNOG BETTY BOO?

ZERO (Magazine Of The Year, BAFTA award winner etc.) is looking for a full time technical writer, to deal with all the fiddly bits of the Amiga and ST (that none of us understand). Someone to write features about the little twiddily gubbings that rattle inside the Amiga when you shake it or happen to drop it down the stairs.

Applicants don't necessarily have to have had jounalistic experience. They simply need to be able to express their ideas and technical know how in a clear, concise and entertaining fashion. Think you could make CPU's funny? Reckon you can have readers rolling in the aisles about blitter chips? Probably not, but give it a go. We are keen to hear from ex-programmers, hobbyists or flatmates of Betty Boo.

Applicants need to send their CV's and a covering letter saying why they are the fabbest choice for this groovy techno post to Tim Ponting, Technical Writers Application, ZERO Magazine, 14 Rathbone Place, London, W1P 1DE.

R-r-rave it! It's me again. Alan P-p-p Thorpe, the man with the sounds that abound around on the ground. Yo! Y'know, people always approach me and say, "Hey Al, how come you're so hip to the music scene?" Well, here's a record...

(Put on Wicked Game *by Chris Isaaks. Ed.)*

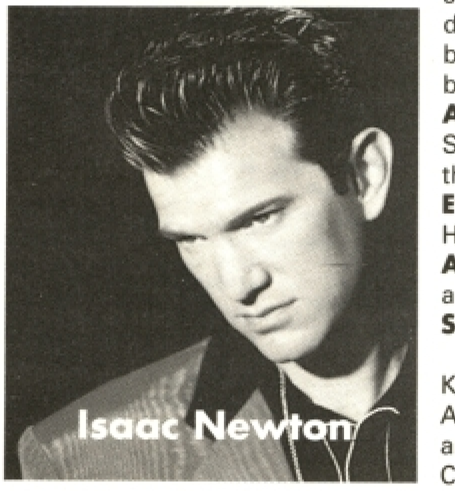
Yo! That was *Hear The Drummer Get Wicked* by Isaac Newton. G-g-groove it! And I thought he just invented penicillin. Yowser! Now, on a more serious note, it's time for *That Tune Of Ours*, the slot when we read your letters of grief and heartache, and then play a special song to cheer you all up out there. This week's letter reached me this morning, and it brought a tear to my eye. Yeah.

(Soppy orchestral music comes on too loud.)

It starts, "Dear Mr. Thrope"– hey, no need to be so formal – "Further to our correspondence, dated 18/3/86, 20/7/88, and 1/2/91, we have still not received the due payment of £3052.68 for your outstanding gas bills. If we do not receive payment within the next 7 days, we will send our biggest gasman round to break your knees with a stick" – hey this is S... A... D stuff (sniff). I don't know what to say. Well, just for you Mrs er... *(Checks letter)* Eastern Regional Gas Board, here's a song to bring you out of that 'phase' man.

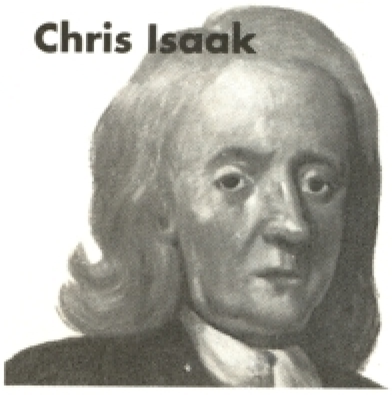
(Put on The Birdie Song *by The Tweets. Ed.)*

R-r-rock 'n' roll. Yeah. Alan P.Thorpe here, bringing you the hits from the sticks that really kick and make your fingers click. Yeah. And now for our latest chart update we're going over to our flying Eye-In-The-Sky. Yo!


Isaac Newton

Alan: Hello, Eye In The sky. How's it hanging?
Eye: Crkkk. Hello Alan!
Alan: What's the word on the street about the beat?
Eye: Crrrk. Er, well the arterial road outside Staines is congested quite badly. Very little movement there. And the traffic over Tower Bridge is very sluggish.
Alan: So what's going to be No.1 this week then?
Eye: Crrrrk. Erm... pardon?
Alan: Yo! So what's gonna hit the top slot eh?
Eye: Crrrk. I'm sorry?

Yeah! And if you've anymore gardening queries for the Eye-In-The-Sky, just phone them direct on (081) 6537-8873.


Chris Isaak

And now another record, here's Betty Boo with 24 Hours...

(Put on Gregorian chants. Ed.)

Hmmmm, wow! R-r-rave it! A new direction for Betty there. Yes, it's Alan P. Thorpe with the music that counts in large amounts. Oh yes. And here's our first phone-in caller, Sharon Warwick from Golders Green. What's your query dearie?

Sharon: Well, I'd like to ask The Eye In The Sky whether he thinks hard acid soil is suitable for tropical Delphiniums? Or should I plump for daffodils in a peat baked alkaline soil base?
Alan: Good question, Shaz. What do you think Eye?
Eye: Crrrrk. Hello? Hello? Alan?
Alan: Well I hope that answers your question.
Sharon: But I...?

Bye. That was Karen from Greenland. And now here's another hot disc from Cliff Richard.

(Put on a BBC sound effects record of steam trains. Ed.)

Wow! That was Cliff Michelmore. That's gonna be a real chart busta! And talking of chart topper bustaroonies, here's another hot hit. *(Click.)* *(Accidentally switches himself of.)* *(Silence)*

Eye: Crrrk. Hello? Alan? Hello? Bloody Hell. Prat. Crzzxxxkk.

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WRITE TO THE ZERO ST



NO MORE SMACKS IN THE MARF

Yeuchh! Due to the horrific and unsightly (and unpublishable) nature of the personal mutilations, accidental dismemberments, and lost limbs that schlopped into the ZERO letter bucket this month, the contest is now off. Smack In The Marf is discontinued. Honestly! So please, no more violent pictures of gang warfare, muggings and industrial accidents. Good grief. Thank you.

Hello. I am the ST Atari ST. Pleased to make your acquaintance. My intelligence responses are pre-programmed. Like Amanda De Cadenet. Please talk to me.

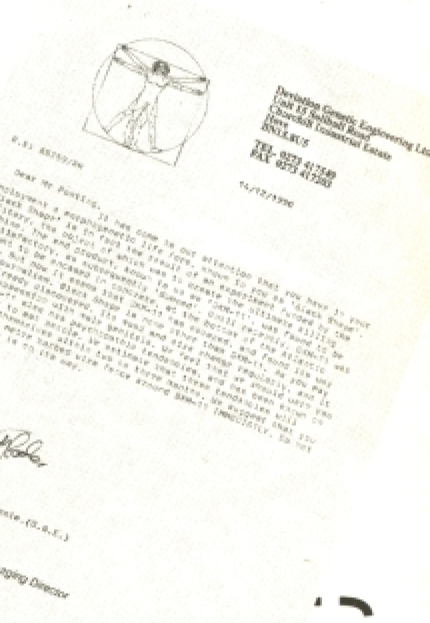
Dear ZERO ST,
A point to be taken, if you wish call it constructive criticism, please stop saying "Hello" as it's bloody annoying to say the least. Now that's out of the way, can you please answer a question that is forward in my mind. Why oh why is it always guys in the lonely hearts column? Are they all some sort of shandy drinking wimpoid? Do they all have greasy hair, BO, and green suede teeth? Are they all afraid to ask a girl out because she might think that they are some sort of left wing poofter (no offence meant to the desperate sods who write in)?
Steve Brickmann, Edinburgh, Scotland.
● *Bongiorno. Hola. Guten Tag. Bonjour. Good day. I am sorry that my colloquial greeting offends you, Steven. I have corrected it. In answer to your question, the applicants to the Lonely Hearts Column are all male due to a predominance of 'Y' chromasomes in their DNA. If, during the process of conception, 'X' chromasomes had been pre-eminent, then the applicants would be female. If there had been a balance of both then they'd be badminton players. Thank you.* **The ZERO ST.**

Dear ZERO Readers' pages,
If this gets printed don't mention my name as I get enough hassles about it in my daily life thanks.
A. Gazza, Finchley, London.
● *Salutations. Hello Paul. Your last long playing pop record was excremental. Was that the correct euphemism? Also, you are rather obese. I think the correct phrase is "You Fat Bast". Hah. Hah. I think I am developing a 'sense of humour'. Hah. Heh. Hah. Thank you.* **The ZERO ST.**

Dear ZERO ST,
Did you know that a piece of toast has an IQ of 4?
The Moog, Grantham, Lincolnshire.
● *Good day. Yes. Are you a piece of toast then? That, I believe, was an 'insult'. Thank you.* **The ZERO ST.**

Dear ZERO ST,
Seeing as old B.S. has given you artificial intelligence, will you do my new computing homework for me? Thanks a lot.
Ludwig Ledbury, Wantage, Oxon.
● *Hello Mr. Wantage Oxon. I am indeed endowed with artificial intelligence. Your homework took me approximately 0.003 seconds to complete. Here are the answers: 1) Belgium; 2) The urethra; 3) Qu' est-ce qu'il y a dans le poche de Monsieur Dupont? 4) No; 5) Cement, but only sometimes. Thank you.* **The ZERO ST.**

Dear Shapie,
Your magazine is crap. You're about the most boring black shape I know (and also the only one). The Ed is naff. The ZERO ST is dead. Your mag is decaying. You can't spell. Your reviewers are shandy drinkers. And most of all you're not funny (so there). Um, why am I saying this? Could it be that I'm a lying bast?
Daniel Greeves, Chigwell, Essex.
P.S. Can I have some wood?
● *Hello Daniel Greeves Chigwell Essex. I am the Zero ST. I can understand you. I am not dead, therefore your assumptive statement was false. Perhaps it was a typographical error on your part. Did you mean "deaf"? You seem to be very disillusioned with the magazine. Yes, it is possible for you to possess wood. Thank you.* **The ZERO ST.**



WHERE IS BLACK SHAPE?

Yes, the plot thickens and pools and gets really oily and sticky, as the whole country racks its collective brains as to the whereabouts of the so-called Black Shape (or Amorphous Blackus). He disappeared late last month with hardly a whiff of a genitals joke (or Gonadius Gagus). Too late, however, came this letter from Deviation Genetic Engineering Ltd.

Sorry lads he's gone, flown the coop. Naturally after this epistle we are very, very, VERY concerned as to where he is. If anyone has spotted him and managed to get photographic evidence then send it in, to the usual address. The most 'authentic' will receive a prize (or Fabbus Gratuitus).

ZERO'S VIZ-UAL EXPERIENCE

COMPO



WIN
- **BE AS FAMOUS AS EMILY BRADSHAW*!**
- **10 SIGNED COPIES OF *VIZ* (THE ANNUAL)**
- **AND *VIZ* (THE GAME) AS RUNNER-UP PRIZES!**

Yes! In this once-in-a-lifetime adventure courtesy of Virgin Games, you too can join the immortal ranks of photo-love story stars! The lucky winner will be featuring in a specially commissioned ZERO strip to appear later this year, to be filmed on an all-expenses-paid trip 'dahn to ver big smoke' (ie. here in London). It's an unmissable opportunity to meet the ZERO team, pose nude in front of pervy glamour photographers *(Er... no. Ed.)* and generally increase your chances of becoming extremely rich indeed.

10 runners-up will be winning signed copies of *Viz: The Game* and the next *Viz Annual* – providing someone lends the authors a biro – which means there's no excuse. Get thinking now.

WHAT DO I HAVE TO DO THEN?

Dead simple. This is a still from a legendary photo story of yesteryear. All you have to do is compose two captions to fill the bubbles provided. Oh, and it'll probably help if they're side-splittingly funny. Then fill in the coupon and send it to: **"Chocky Topping?" "No, It's Too Fattening", ZERO Compos, Dennis Publishing Ltd., PO Box 1EA, London W1A 1EA.**



RULES

1. **The Editor's decision is final and he is not at all funny when he's angry.**
2. **Entries received after 31st April 1991 will be used to make a papier-maché waste paper bin.**
3. **Employees of Dennis or Virgin caught trying to become photo stars are completely out of their trees and as such will be disqualified.**



***FOOTNOTE**

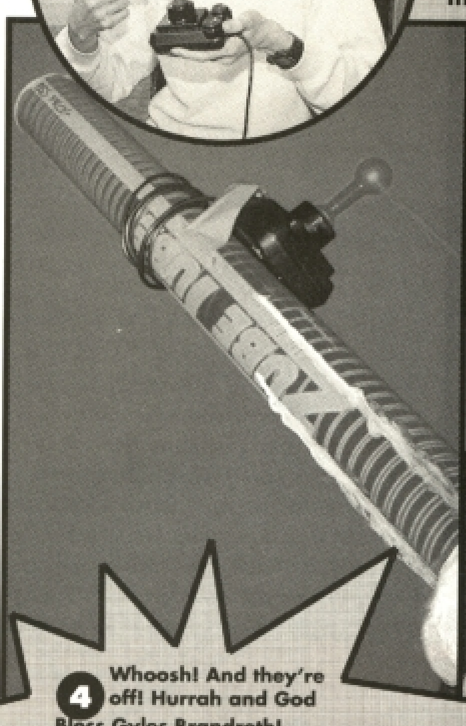
Someone of this name once told Duncan MacDonald at a bus-stop that they were very famous indeed.

"STICKS IN SPAAAACE!"*

*with the Bullfrog Boys



Pathé News reporting. Yes, those Bullfrogs Boys are it again. When not creating plucky new entertainments for Babbage's Calculating Engine (16-bit computers to you), they're out to make sure it's a British joystick that's first in space. Splendid!

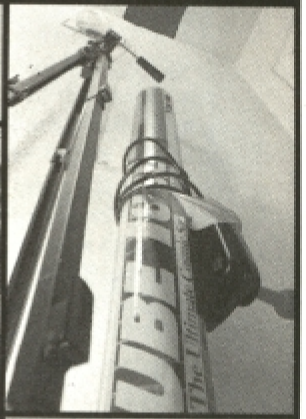




1 Yes, that's the direction it wants to go – up. They're certainly not short of technological know how at Bullfrog. And look at those smashing silicon space mittens! Bravo lads!

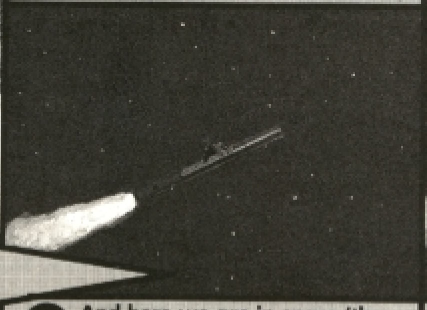


2 Crikey, Mission Control's all a clutter with technolgical gizmo pokery and electrostatic mumbo jumbo-ry. Just glad we've got British experts on hand to work it all out.

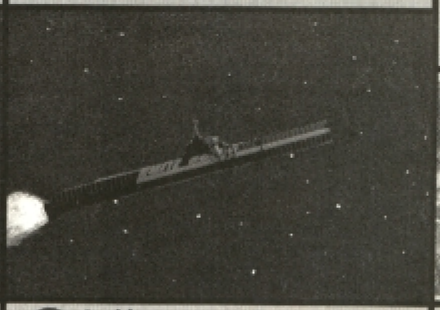


3 At the pad the great British rocket warms up for a great British take-off into the great British space. We rule the waves and now we are the kings of the sky.

4 Whoosh! And they're off! Hurrah and God Bless Gyles Brandreth!



5 And here we are in space (the black bit). The SS Bullfrog rockets towards glory; conquering worlds, exploring new civilisations. Its aim – first, to teach cricket to the Venusians.



6 And here we are in space (again). The SS Bullfrog and Arnold The Joystick are heading towards Mars to show the Martians how to make a jolly good cup of tea.



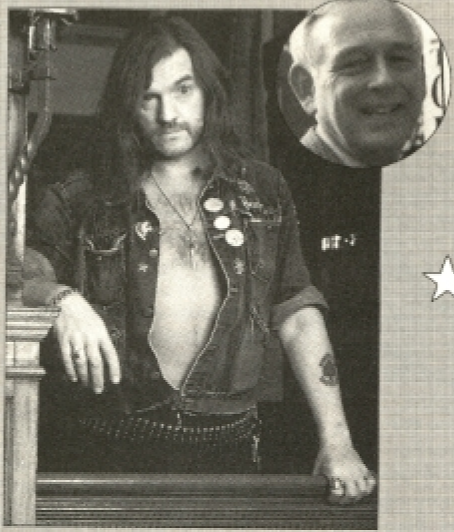
7 And back home. Oh, it's landed somewhere foreign. Next time the Bitmaps send a mouse mat to the Crab Nebula.

THIS WEEK :

NORRIS McWHIRTER

as

THE GUITAR ROADIE FROM MOTORHEAD

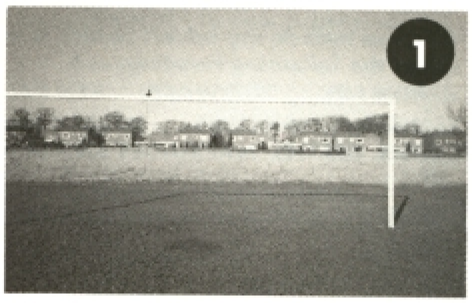


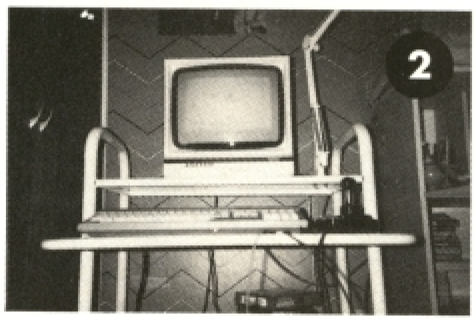
CAST: LEMMY, WORZEL, NORRIS.
SCENE: The band backstage at Wembley during a sound check.

LEMMY: Oi! Norris! I can't get no sound outa my guitar.
WORZEL: They seem to be lacking those metallic wires that extend from the neck to the bridge.
LEMMY: What shall we do?
NORRIS: String 'em up! It's the only language they understand.

MORE JOYSTICKS

● Wacky joystick number one this month is from **Richard Robinson** of Derby, who placed his joystick in a most amusing position indeed. Resting atop the crossbar of a goal post, with a rather ugly and salacious '60s housing estate in the 'background'. My, Richard must be well over eight feet tall. (Or perhaps owns a ladder.)





● Wacky joystick number two is actually not that wacky at all as you can see for yourselves. It's another offering from rubber man, **Richard Robinson**. He's attempting to create a brand new category called "Joysticks In Usual Places". Original but dull. Get some better wallpaper.

● Aaarhh, what a cutie pie. What an absolute schmobbery bubby. Cutchie-cutchie-coo. Smobba-bub. Joysticks in unusual places? How about inside babies? Yep, a definite winner thast warms your very cockles. Thanks to **John Hinton's** sister Ellen for that. Arrh, cutsie couchie schmoooo.



GIVE OR TAKE

First a few words from ZERO's resident "Mouthy Southy" Jon Smiff on the subject of Give or Take. "Give or Tayke: dat sekshun ov da mag where yoo can flog all yer old crap, fynd 'appiness wiv lonlee 'arts an' annownce yor undyin luv ta sumwun, all on wun page. But rememba, don' tri ta flog pyrate software in ZERO, 'cos if yoo do, vylent crimn'l offenda MACCA will run rand to yer 'ouse and wiv 'is kalishnikov. And no bisnesses allowed 'ere neever!"

Thanks for those words of wisdom, Jon. We couldn't have said it better if we'd tryde... um, sorry tried. (*Blimey. Ed.*)

HARDWARE

● Atari 520 ST along with joystick, mouse and over £400 worth of boxed original games. Mint condition, bargain at £250 ono. Phone Martin on (0742) 363806, evenings or weekend.

● Sega Megadrive (SCART) 2 Joypads, *Altered Beast, Last Battle, Ghouls 'N' Ghosts.* Perfect condition, boxed, £240 ono Call (0695) 22815, evenings, ask for Michael.

● Amiga A500 for sale plus midi port, Sound Sampler Two, Joystick, Games, Manuals and Disks. Cost Lots will sell for £315 Phone Tim (0493) 661332.

● Sega Megadrive, Joypad, XE-1 Joystick, All leads plus *Super Monaco GP, Hard Drivin* and *J Maddens American Football*, Worth £340 will sell for £230. Contact Damien on (0772) 38585.

● Amiga 500, Good condition, 150 + games, 50+ mags, mouse, disk boxes etc – £320, buy cheaper if you can!! Also CPC Amstrad Disk games – £50 for 50 games. Tel: (071) 267-0989.

● Master System with 3D glasses, Joystick, Lightgun and handle controller plus 23 games inc. *Ghostbusters, Shooting Gallery, California Games* and *Shinobi*. Worth £1000 wiil sell for £450 ono. Call Bernie (0256) 476184 any time.

● Official UK version Sega Mega Drive plus *Altered beast* plus two control pads. Never used, unwanted Christmas Present. Worth £205 no reasonable offer refused. Tel: (0422) 356072.

● Sega Mega Drive (PAL) with *E-Swat* and *Afterburner II* . Sony P.S. Speakers included. V. good condition 6 months guarantee still left. Offers? Phone (0464) 20432 after 5pm and ask for Chris.

● Mega Drive for sale with one game, Joypad Adaptor, only £120 ono. Phone Mat on 0270 216549 or send 164 Claughton Ave, Crewe, Cheshire CH2 6ET. Phone anytime.

● Mega Drive (SCART).

● Citizen120 D+ printer and Amiga lead for sale £100. Amiga Second drive for 350 Yamaha PSSi40 Keyboard and Power Pack for £40 Tel (0622) 674729 and ask for Paul.

● Mega Drive, PAL, still boxed, 9 games, *Strider, Batman, Ghostbusters, Moonwalker, Hang On, Rambo, Ghouls 'N' Ghosts, Forgotten Worlds* and *Shinobi*, Excellent Condition, Ring (0485) 541 627 ask for Nick. £250.

● Amiga 512 for sale Joysticks and Games included in price. £280 ono ring Sheffield 413933.

● Pristine 1541 II Disk drive. Expert cartridge and loads of disks. Lots of games both tape and disk. Will split. Phone for list of games. Offers to Trevor (0388) 528 516.

● Sega Megadrive for sale, brand new, boxed, five new games, inc. *Golden Axe, Ghouls 'N' Ghosts, Thunderforce III*. Joy Pad with rapid fire. Ring after 4pm on 555-1040 £350.

● Phillips 8833 monitor for sale, excellent condition, usually £259 now only £175 or less contact Spencer, tel: (0332) 811732.

● Atari 520 STFM, Joystick, Games, etc. Worth over £900. only £100, for details, phone (0462) 683952.

● Atari 520 STFM, 1 meg Drive, 100 + software titles incl. *Dungeon Master, Chaos, Captive, Elite*, etc, huge collection of magazines. The lot for £280, can deliver. Roy (0283) 812589.

● Mega Drive £120. Games incl *E-Swat, Basketball, Shinobi, Thunderforce 3, Afterburner, Cyberball.* £20 each. Six months old. 2 controllers. Ring Anthony on Ongar on (0277) 362015, that's 362015.

SOFTWARE

● *Falcon Air Combat* and *F-19 Stealth Air Combat* books by Pete Bonanni. As new £7.50 each plus postage. K. Mew, 4 Ryelands, Shrewsbury SY3 9BZ. Tel (0743) 246695.

● For Swop: *Fernandez Must Die, Strider, Batman The Movie, Baal* or *Xenomorph*. Want *Chaos Strikes Back, Tetris, Klax*. Other games considered.Phone Alastair Murray (031) 449 2046.

● Amiga Public Domain to swop. Send SAE for list, 100 per cent reply. Will also swop *Waterloo* or *Austerlitz* for *Armada*. Must be in good/ excellent condition with everything included.Tel Sheffield 771528.

● Mega Drive dude will swop *Thunder Force III* for *Super Shinobi, Strider* or *Alex Kidd + Mr Ramtus* for *Golden Axe, Rastan II, Altered Beast.* Tel (0706) 817560 or write to 8 Glen View St , Chorholme Todmorden Lancs OL14 8LT.

● Swop: *My Lost Patrol* For *Corporation, Kick Off 2, SWIV, Shadow Warriors* or any other original Amiga games. Ring John after 4pm (0977) 794934.

PENPALS

● Amiga Contacts wanted to swop games, demos and other stuff, 100% reply, send list or disk to AKO, 56 Holgate Road, Pontefract, West Yorks WF8 4ND P.S. Dean Stinks.

● Contacts wanted to swop games, demos, programs, P.D., Mags, etc. 100 per cent reply guaranteed. (Except for Lamers).Send disks etc to Mark Hone, Ridings, Great Bourton, Banbury, oxon, OX17 1QU.

● Greedy Amiga owner, looks to expand his collection of demos. if you have any, send a list, or some disks, to, Alex, 68 Dunster Drive, London, NW9 8EL. Reply Guaranteed.

WANTED

● Wanted desperately: *Bubble Bobble* for the Amiga. I will pay any reasonable price. Write to Mike Adams, Bank House, Main Street, Lairg, Sutherland, Scotland, Or phone (0549) 2179 after 5pm.

● Wanted, Atari STFM with some games. Will swop for Speccy +2 128k and lots of games plus some cash. If you are interested write to A. Smith, 25 carfax Avenue, Tongham, Surrey GU10 1BD.

● Wanted *Microleague wrestling* for the Amiga. Will swop the *Untouchables*. Contact me at 15 Cowley Close, Bierton, Axlesbury, Bucks, HP22 5DQ. No pirate software please.

● Wanted *Turrican* or the *Immortal* to swop for *Flood* or *Shadow of the Beast* on the ST. Phone Stephen on (061) 339 6707.

● I want an Amiga. You want a Master System and a C64, right? + all games and £60. Contact Jon Paul on (0895) 38895 after 6pm.

MESSAGES AND EVENTS

● Will anyone do colour printing for me from art done on Amiga using Digi Paint 3 – Photon Paint? Will Pay! Contact: Gavin Harriss, 38 Portland Drive, Nuneaton, Warks CV10 9HY.

● Are you between 1-60. A Turtle Freak, A serious Mirage collector or a Middleage Non Mutant Ninja Parent Turtle.
Talk to: Steve Whitcher, 233 Mudford Road, Yeovil, Somerset BA21 4NR.

LONELY HEARTS

● Male 19 seeks tasty female between 17 and 21 in Birmingham area for clubbing, pubs, cinemas. All letters answered. Write: Stephen, 50 Richmond Road Stechford, Birmingham B33 8SS.

● The gels at ZERO (Art and Production) are pig-sick about never *ever* getting mail. And we don't even bore on about drums and cars and flags. So come on make our day.

● Would any girls like to meet my brother? He is 24 and has a car and is very shy and would love a girlfriend. 53 willow Crescent, Oakham, Leics LEI5 6EQ.

FANZINES

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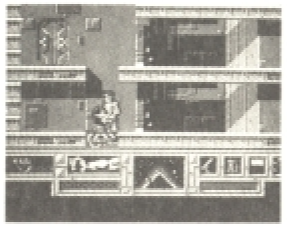
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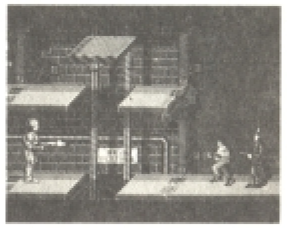
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